ZWEIHÄNDER

GRIM & PERILOUS RPG

REVISED CORE RULEBOOK

ZWEIHÄNDER
GRIM & PERILOUS RPG

ZWEIHÄNDER Grim & Perilous RPG copyright © 2019 by Daniel D. Fox. All rights reserved.
Printed in China. No part of this book may be used or reproduced in any manner whatsoever without written permission except in the case of reprints in the context of reviews.

Andrews McMeel Publishing
a division of Andrews McMeel Universal
1130 Walnut Street, Kansas City, Missouri 64106

www.andrewsmcmeel.com

19 20 21 22 23 SDB 10 9 8 7 6 5 4 3 2 1

ISBN: 978-1-5248-5166-8

Library of Congress Control Number: 2019933508

ATTENTION: SCHOOLS AND BUSINESSES

Andrews McMeel books are available at quantity discounts with bulk purchase for educational, business, or sales promotional use. For information, please e-mail the Andrews McMeel Publishing Special Sales Department: specialsales@amuniversal.com.

ZWEIHÄNDER
GRIM & PERILOUS RPG

Revised Core Rulebook

Daniel D. Fox

Andrews McMeel
PUBLISHING®

Creator & Lead Designer
Daniel D. Fox

Writing Consultant
Tanner Yea

Rules Development
Adam Rose

Managing Editor
Matthew Pook

Proofreading & Editing
Jennifer Ford, Ken Duquet, Paul Snow & Walter Fulbright

Managing Art Director
Dejan Mandic

Managing Layout Designer
Ken Duquet

Layout Design
Milena Lakicevic, *Mother of Dragons*

Cover Illustrator & Logo
Jussi Alarauhio

Interior Illustrator & Color Plates
Dejan Mandic

"A Bitter Harvest" Adventure
Theo Riches & Daniel D. Fox

Danziger's Story
Matthew Fulbright & Daniel D. Fox

Internal Playtesting
Ben Peek, Caleb Rose, Christopher Birch, Cliff Barendsen, Cole White, Jake Waid, Jason Birch, Jennifer Ford, Jeremiah Zentz, Jeremy Jones, Jeremy Scott, Kay Peek, Kent Schoonover, Matthew Fulbright, Michael Villaverde, Mike '*The Boss*' Bossaller, Nicholas O'Hare, Tim Cohron, Tim Yoder & Walter Fulbright

Contributions & Additional Feedback
Aleksandar Macak, Andy Law, Anthony Boyle, Alex Forbes, Anthony Holtberg, Armen Aslanian, Bojan Tesin, Charles Morrison, Christopher Barnhart, Clay Collier, Conny Andersson, Dan Davenport, Dave Graffam, David Nadj, Eric Medders, Francisco Muñoz, Gregor Hodinj, Ian Ramsey, Ignacio Sariego, Ingo Beyer, Inna Alekseyeva, Jay Hafner, Jeremy Mohler, Jesse 'Gitzman' Burke, Joffre Gutierrez, John Roche, Krzysztof Skrobanski, Lauri Maijala, Layton Hill Snover III, Marko Perovic, Matt Murphy, Moon Rat Conspiracy, William John Pennington, Oleksii Siroshtan, Richard Mallinson, Rolph Segers, Sean Casey, Stephen Burnette, Steven Lewis, Tadeusz Cantwell, Tim Earley, Tristan 'TK' Jusola-Sanders, Vasil Khiznjak, Vladlen Ralchuk & Yarik Didenko

Special Thanks
Alison & Jack Fox, Adam Koebel, Chris Tang, ENnie Awards, Gen Con 2018, Graeme Davis, Hugh Brown, IGArol.org, Kalevala Hammer, Phill Kilgore, Robert Hamilton, Strike-to-Stun.net, TableTop Game and Hobby, Trey Runnion & Mum

Kickstarter Backers
A final thanks is owed to all our backers. Without you, we could not have brought **ZWEIHÄNDER** to print.

Published By
Grim & Perilous Studios
Second Print Edition Hardback

Powered by ZWEIHÄNDER d100 and **ZWEIHÄNDER Grim & Perilous RPG** are registered trademarks ® of Grim & Perilous Studios, LLC.
All logos and original artwork content are copyright © Grim & Perilous Studios, unless otherwise specified at *https://grimandperilous.com*

TABLE OF CONTENTS

CHAPTER 1
INTRODUCTION 13

CHAPTER 2
HOW TO PLAY 17
SKILL TEST SUMMARY 17
CRITICAL SUCCESS & FAILURE .. 19
AUTOMATIC SUCCESS & FAILURE 19
SOME SKILL TESTS TAKE TIME . 20
SKILL SYNERGY 20
ASSISTED TESTS 20
OPPOSED TESTS 21
FLIP THE RESULTS TO SUCCEED 23
FLIP THE RESULTS TO FAIL 23
FURY & CHAOS DICE 24
FORTUNE POOL 24
MISFORTUNE POOL 25

CHAPTER 3
CHARACTER CREATION 27
CREATION OVERVIEW 28
STEP I: BEGIN BASIC TIER 28
STEP II: PRIMARY ATTRIBUTES ... 28
GRIM & PERILOUS METHOD 29
STEP III: SEX & ANCESTRY 30
DETERMINE YOUR SEX 30
DETERMINE YOUR ANCESTRY ... 31
ANCESTRAL TRAITS 31
HUMAN 32
DWARF 34
ELF 36
GNOME 38
HALFLING 40
OGRE 42
STEP IV: ARCHETYPE & PROFESSION 44
ACADEMIC 45
COMMONER 46
KNAVE 47
RANGER 48
SOCIALITE 49
WARRIOR 50
STEP V: SECONDARY ATTRIBUTES 51
STEP VI: BACKGROUND 52
SEASON OF BIRTH 52
YOUR DOOMING 53
AGE GROUP 54
DISTINGUISHING MARKS 55
COMPLEXION 57
BUILD TYPE 57
HEIGHT & WEIGHT 57
HAIR & EYE COLOR 60
UPBRINGING 61
SOCIAL CLASS 61
LANGUAGES 63
DRAWBACKS 63
STEP VII: HAND OF FATE 66
STEP VIII: ALIGNMENT 66
DETERMINE YOUR ALIGNMENT 67
ROLE-PLAYING ALIGNMENT 70
ALIGNMENT & RANKS 71
END OF SESSION TALLY 72
WHAT'S IN A NAME? 73
STEP IX: BUILD YOUR PROFESSION 73

CHAPTER 4
PROFESSIONS 75
BUYING CHARACTER ADVANCES 75
BASIC TIER 76
INTERMEDIATE TIER 76
ADVANCED TIER 77
UNIQUE ADVANCES 78
PROFESSIONS 80
ADHERENT 81
ANARCHIST 82
ANCHORITE 83
ANIMAL TAMER 83
ANTIQUARIAN 84
APOTHECARY 85
ARTISAN 86
ASTROLOGER 87
BAILIFF 87
BARBER SURGEON 88
BEGGAR 89
BERSERKER 89
BOATMAN 90
BONEPICKER 91

BOUNTY HUNTER 92
BRAVO 92
BUCCANEER 93
BURGLAR 94
CAMP FOLLOWER 95
CHARLATAN 96
CHEAPJACK 97
COACHMAN 97
COURTIER 98
CULTIST 99
DIABOLIST 100
DOOMSAYER 101
DRAGOON 102
ENGINEER 102
ENTERTAINER 103
ENVOY 104
FOOTPAD 105
FOP 106
GAMBLER 107
GAMEKEEPER 107
GRAVEROBBER 108
GUTTERSNIPE 109
HEDGE KNIGHT 110
HEDGEWISE 111
HIGHWAYMAN 111
INFORMER 112
INVESTIGATOR 113
JAILER 114
JESTER 115
LABORER 115
MAN-AT-ARMS 116
MILITIAMAN 117
MONK 118
OLD BELIEVER 119
OUTRIDER 119
PEASANT 120
PILGRIM 121
PIT FIGHTER 122
PREACHER 123
PROSTITUTE 124
PROVOCATEUR 125
PUGILIST 125
RACKETEER 126
RACONTEUR 127
RAKE 127
RAT CATCHER 128
REEVE 129
SCRIBE 130
SELLSWORD 131
SERVANT 131
SLAYER 132
SMUGGLER 133
SQUIRE 134
TRAPPER 135
VAGABOND 135
VALET 136
VIGILANTE 137
WATCHMAN 138
EXPERT PROFESSIONS 139
ARCHMAGE 139
ASSASSIN 140
AUGUR 141
BADLANDER 142
BARRISTER 143
BLACK MAGISTER 144
BLOODMONGER 145
CHATTEL SLAVER 146
CRIME BOSS 148
DARK DISCIPLE 149
DEMAGOGUE 150
DROWNED ONE 151
DRUID 152
DUELIST 153
DUNGEONEER 154
ELEMENTALIST 155
EXECUTIONER 156
EXPLORER 157
FUNERARY MAGE 158
GODSWORN 159
GRAIL KNIGHT 161
GREY GUILDER 162
GUILDMASTER 163
HERMETIC 164
HIEROPHANT 165
HIGH LECTOR 166
ILLUSIONIST 167
INQUISITOR 168
IRON ABBOT 169
MERCHANT LORD 170
MILITARY OFFICER 171
NECROMANCER 172
PISTOLIER 173
PLAGUE DOKTOR 174
PLEDGED GUARD 175
PYROMANCER 176
REVERED MOTHER 177
RUNE THANE 179
SCHOLAR 180
SHAMAN 180
SOOTHSAYER 182
TRUTHSAYER 183
VETERAN 184
WAR DERVISH 185
WARLOCK 186
WHITE WOLF 188

CHAPTER 5

SKILLS 191
SKILL RANKS 191
SKILL DESCRIPTIONS 191
ALCHEMY (INTELLIGENCE) 193
ATHLETICS (BRAWN) 193
AWARENESS (PERCEPTION) 193
BARGAIN (FELLOWSHIP) 194
CHARM (FELLOWSHIP) 194
COORDINATION (AGILITY) 194
COUNTERFEIT (INTELLIGENCE) 195
DISGUISE (FELLOWSHIP) 195
DRIVE (BRAWN) 195
EAVESDROP (PERCEPTION) 196
EDUCATION (INTELLIGENCE) 196
FOLKLORE (INTELLIGENCE) 196
GAMBLE (INTELLIGENCE) 197
GUILE (FELLOWSHIP) 197
HANDLE ANIMAL (FELLOWSHIP) 198
HEAL (INTELLIGENCE) 198
INCANTATION (WILLPOWER) 198
INTERROGATION (WILLPOWER) 199
INTIMIDATE (BRAWN) 199
LEADERSHIP (FELLOWSHIP) 199
MARTIAL MELEE (COMBAT) 200
MARTIAL RANGED (COMBAT) 200
NAVIGATION (INTELLIGENCE) 200
PILOT (AGILITY) 201
RESOLVE (WILLPOWER) 201
RIDE (AGILITY) 201
RUMOR (FELLOWSHIP) 202
SCRUTINIZE (PERCEPTION) 202
SIMPLE MELEE (COMBAT) 203
SIMPLE RANGED (COMBAT) 203
SKULDUGGERY (AGILITY) 203
STEALTH (AGILITY) 204
SURVIVAL (PERCEPTION) 204
TOUGHNESS (BRAWN) 204
TRADECRAFT (WILLPOWER) 205
WARFARE (INTELLIGENCE) 205

CHAPTER 6

TALENTS 207
HOW TO USE TALENTS 207
TALENT DESCRIPTIONS 208
ÆTHEREAL ALIGNMENT 208
AMBIDEXTERITY 208
APPALLING MIEN 208
ARBALEST'S SPEED 208
AZIMUTH 208
BAD AXX! 208
BATTLE MAGICK 208
BEATDOWN 208
BLOOD MAGICK 208
CAROUSING 208
CHEAP SHOT 208
CLINCH FIGHTER 208
DETERMINATION 209
DIE HARD 209
DOPPELGANGER 209
EAGLE EYES 209
FENCER'S PANACHE 209
FORKED TONGUE 209
GALLOWS HUMOR 209
GANGSTER GRIP 209
GATECRASHER 209
GROUND & POUND 209
GRUESOME SHOT 209
HANDSPRING 209
HARD TO KILL 209
HIGHER MYSTERIES 209
HOLDOUT 210
HOUSEBREAKER 210
IMPENETRABLE WALL 210
IMPERVIOUS MIND 210

INDIFFERENCE ... 210
INCREDIBLE NUMERATION ... 210
INSTINCTS ... 210
KIDNEY SHOT ... 210
KNIFEWORK ... 210
LARCENY ... 210
LEFT-HANDED PATH ... 210
LIGHTNING REACTION ... 210
LIGHT SLEEPER ... 211
LONG-WINDED ... 211
MARINER ... 211
MENACING DEMEANOR ... 211
MEETING OF THE MINDS ... 211
MILITARY FORMATION ... 211
MINE CRAFT ... 211
MOUNTED DEFENSE ... 211
MULTILINGUAL ... 211
NERVES OF STEEL ... 211
NO MERCY ... 211
OVERWHELMING FORCE ... 211
RUN AMOK ... 211
RURAL SENSIBILITY ... 211
SADDLE-BORN ... 211
SECOND SKIN ... 212
SECRET SIGNS ... 212
SHIELD SLAM ... 212
SHOOT FROM THE HIP ... 212
SIEGECRAFT ... 212
SILVER TONGUE ... 212
SPIRITED CHARGE ... 212
SPRINT ... 212
STRANGLER'S UNION ... 212
STREETWISE ... 212
STRONG JAW ... 212
SUPERNATURAL PARANOIA ... 212
SWORD & BOARD ... 213
TAKE 'EM DOWN ... 213
THERE WILL BE BLOOD ... 213
TOUGH AS NAILS ... 213
TRUE GRIT ... 213
WINDS OF CHANGE ... 213
WORLDLY ... 213

CHAPTER 7
TRAPPINGS ... 215
TRADING ... 215
WAGES ... 216
GENERAL SERVICES ... 217
WEAPONS ... 217
ARMOR ... 225
SHIELDS ... 226
WAR MACHINES ... 228
AMMUNITION ... 229
ANIMALS & VEHICLES ... 230
BLACK MARKET GOODS ... 230
BUREAUCRATIC TOOLS ... 231
CLOTHING ... 231
COMMODITIES ... 232
ENTERTAINMENT ... 232
HOUSING & PROPERTY ... 233
ILLUMINATION ... 233
LODGING & TAVERN PROVENDER ... 234
MEDICINE ... 235
WILDERNESS NEEDS ... 236
MATERIALS IN CRAFTSMANSHIP ... 236
CRAFTING ... 237

CHAPTER 8
COMBAT ... 239
COMBAT OVERVIEW ... 239
STEP I: SURPRISE TURN ... 240
STEP II: INITIATIVE LADDER ... 240
STEP III: TAKE TURNS ... 241
ACTIONS IN COMBAT ... 241
TYPES OF ACTIONS ... 243
MOVEMENT ACTIONS ... 243
ATTACK ACTIONS ... 245
PERILOUS STUNTS ... 246
SPECIAL ACTIONS ... 247
REACTIONS ... 249
USING ATTACK ACTIONS ... 250
STEP I: WHICH WEAPON? ... 250
STEP II: TOTAL CHANCE FOR SUCCESS ... 251
STEP III: MAKE THE ATTACK ... 252
STEP IV: ENEMY DEFENDS ... 252
STEP V: ROLL DAMAGE ... 253
STEP VI: DETERMINE DAMAGE CONDITION ... 254
STEP VII: DETERMINE INJURY ... 254
FINAL NOTE ABOUT COMBAT ... 255

CHAPTER 9
HAZARDS & HEALING ... 257
DISEASE ... 257
DISEASE FORMAT ... 258
DISORDER ... 260
EXTREME WEATHER ... 261
FALLING ... 262
FIRE ... 263
INTOXICATION ... 263
POISONS ... 264
DELIRIANT ... 264
TOXIN ... 265
VENOM ... 266
SLEEP DEPRIVATION ... 266
STARVATION ... 266
SUFFOCATION ... 266
PERIL & DAMAGE ... 267
PERIL CONDITION TRACK ... 267
DAMAGE CONDITION TRACK ... 268
INJURIES ... 269
INFECTION ... 270
BLEEDING ... 270
MATERIA MEDICA ... 271

CHAPTER 10
GRIMOIRE ... 275
ÆTHERIC WINDS ... 275
ARCANE MAGICK ... 276
ARCANA OF ANIMISM ... 276
ARCANA OF ASTROMANCY ... 276
ARCANA OF ELEMENTALISM ... 277
ARCANA OF LUMINESCENCE ... 277
ARCANA OF MORTICISM ... 277
ARCANA OF NECROMANCY ... 278
ARCANA OF PYROMANCY ... 278
ARCANA OF SHADOWMANCY ... 278
ARCANA OF SORCERY ... 279
ARCANA OF TRANSMUTATION ... 279
THE WINDS INTERTWINED ... 279
DIVINE MAGICK ... 281
THE CROUCHING ONE ... 281
THE CUSTODIAN ... 282
THE DEMIURGE ... 282
THE GOD-EMPEROR ... 282
THE LEARNER ... 283
THE LEVIATHAN ... 283
THE MARTYR ... 284
THE NIGHTFATHER ... 284
THE STEWARD ... 284
THE WINTER KING ... 285
FOUR PRINCIPLES OF MAGICK ... 287
YOUR LIBRARY OF SPELLS ... 288
LEARNING NEW SPELLS ... 288
CAST MAGICK OVERVIEW ... 289
STEP I: SELECT MAGICK SPELL ... 289
STEP II: CHANNEL POWER ... 290
STEP III: DETERMINE RESULTS ... 291
STEP IV: ROLL CHAOS DICE ... 292
STEP V: UNFETTER SPELL ... 293
MAGICK FORMAT ... 294
GENERALIST MAGICK ... 294
ARCANE MAGICK ... 299
ARCANA OF ANIMISM ... 299
ARCANA OF ASTROMANCY ... 301
ARCANA OF ELEMENTALISM ... 303
ARCANA OF LUMINESCENCE ... 305
ARCANA OF MORTICISM ... 307
ARCANA OF NECROMANCY ... 309
ARCANA OF PYROMANCY ... 311
ARCANA OF SHADOWMANCY ... 313
ARCANA OF SORCERY ... 315
ARCANA OF TRANSMUTATION ... 317
DIVINE MAGICK ... 319
PRAYERS OF THE CROUCHING ONE ... 319
PRAYERS OF THE CUSTODIAN ... 321
PRAYERS OF THE DEMIURGE ... 322
PRAYERS OF THE GOD-EMPEROR ... 324
PRAYERS OF THE LEARNER ... 326
PRAYERS OF THE LEVIATHAN ... 328
PRAYERS OF THE MARTYR ... 329
PRAYERS OF THE NIGHTFATHER ... 331
PRAYERS OF THE STEWARD ... 333

PRAYERS OF THE WINTER KING 335
WYTCHSTONE 337
WYTCHSTONE ESSENCE 337
PANACEA 338
WYTCHFYRE 338
ELIXIRS 339
RITUALS 340
RITUAL FORMAT 340
AWAKEN THE DEAD 341
BIND ABYSSAL FAMILIAR 342
BLESSED SACRAMENT 342
CALL DEMONIC SERVANT 343
INSCRIBE MAGICK RUNE 344
LEARNING NEW RUNES 346
MAGICK CIRCLE 347
SUMMON ÆTHERIC SPIRIT 348
TALISMANS 349

COLOR PLATE BY DEJAN MANDIC 350

CHAPTER 11

GAME MASTERY 353
GRIM & PERILOUS THEMES 353
YOUR ROLE AS GM 359
THREE GOLDEN RULES 359
NARRATIVE & STRUCTURED TIME 361
STARTING A GAME SESSION 361
SKILL TESTS IN PLAY 362
PEOPLE, PLACES & THINGS 364
COMBAT RULES 365
SUFFERING INJURIES 365
FLYING CREATURES 367
CREATURE SIZE 367
WHEN DOES COMBAT STOP? 368
CHARACTER DEATH 368
RISK FACTOR 371
NARRATIVE CONSIDERATIONS 371
COMBAT OPTIONS 372
CHASE SCENE RULES 376
STEP I: TRACK THE CHASE 376
STEP II: DETERMINE HEAD START 377
STEP III: BEGIN PURSUIT 377
STEP IV: FATIGUE & COMPLICATIONS 378
STEP V: RESOLVE ROUND 378
OVERLAND EXPLORATION 379
WEATHER 379
ÆTHERIC PHENOMENA 380
ROADS, PATHS, RIVERS & SEAS 381
WILDERNESS TRAVEL RULES 382
WILDERNESS TRAVEL OVERVIEW 382
STEP I: CHART THE ROUTE 382
STEP II: DIVIDE INTO STRETCHES 383
STEP III: TERRAIN BY STRETCH 384
STEP IV: THREAT LEVEL BY STRETCH 385
STEP V: DEFINE ROLES IN THE PARTY 386
STEP VI: THE JOURNEY BEGINS 387
CONCLUDING THE JOURNEY 389
REWARD POINTS 389
BURNING REPUTATION 391
REPUTATION THRESHOLDS 391
GROUP REPUTATION 392
BREAKING OBJECTS 392
HARDNESS CONDITION TRACK 392
TRAPS 395
TRAP FORMAT 395
CONSTRUCTING TRAPS 396
MAGICKAL MENAGERIE 397
CHAOS MANIFESTATIONS 397
MALIGNANCIES 400
DIVINE PUNISHMENT 400
ATONEMENT 402
MAGICK ITEMS 403
ARTIFACTS 403
RELICS 404
NON-PLAYER CHARACTERS 405
ORDER & CHAOS ALIGNMENT 406
MOTIVATIONS 406
SOCIAL INTRIGUE RULES 408
SOCIAL INTRIGUE OVERVIEW 408
STEP I: DETERMINE COMPLEXITY 408
STEP II: RESOLVE SIMPLE EXCHANGE 409
STEP III: DISCUSS OBJECTIVES 410
STEP IV: SOCIAL TACTIC 412
STEP V: CHARACTER REPUTATION 413
STEP VI: SOCIAL CLASS & DISPOSITION 413
STEP VII: SOCIAL TACTICS CHECK 414
STEP VIII: ROLE-PLAY EXCHANGE 416
STEP IX: RESOLUTION 417
MADNESS 418
THREE BRANDS OF MADNESS 418
STRESS 419
FEAR 419
TERROR 419
CORRUPTION 421
CORRUPTIVE OFFENSES 421
FATE POINTS 422
DISORDER 423
GAINING DISORDERS 423
ADDICTIONS 425
INSANITIES 426
MUTATIONS 428
OPTIONAL ADVANCEMENT 431
REMAIN IN THE SAME PROFESSION 431
STARTING AT A HIGHER TIER 431
CHARACTER STABLE 432
SLAVES TO CHAOS 433
AZTLAN (HUMANOID) 433
GRENDEL (MUTANT) 435
ORX (MUTANT) 436
SKRZZAK (MUTANT) 437
STARTING MUTATIONS 439
WORLD BUILDING 440
HUMANOCENTRISM 440
RULERSHIP 440
ALTERNATIVE FAITHS 442
DAEMONS 443
ABYSSAL PRINCES OF CHAOS 444
WORLDS BEYOND 445
CAMPAIGN SEEDS 447
CAMPAIGN SEED FORMAT 447
THE THIRTY YEARS' WAR 447
GOTH MORAN DIVIDED 450
GANGS OF KAHABRO 452
LOST COLONY OF ROANOKE 455

CHAPTER 12

BESTIARY 459
CLASSIFICATIONS 459
ABYSSAL 461
FOMORIAN 461
FOMORI CRONE 462
FOMORI HUSCARL 463
FOMORI THRALL 464
HIGHER DEMONS 465
ARCH CENOBITE 466
BRASS PRIMARCH 467
GREAT DEVOURER 469
LIGHT-EATER 470
NUMINA 472
LOWER DEMONS 473
ADVERSARY DEMON 474
BUTLER DEMON 475
CARNAL DEMON 476
FILTH DEMON 477
LEGION DEMON 478
SORROW DEMON 480
HELLBEASTS 482
BARGHEST 482
LEMURIAN HOST 483
NIGHT MARE 484
PIT DRAGON 495
PROTOPLASMIC DOLOR 486
ANIMAL 488
CRITTERS 488
LARGE ANIMAL 489
LARGE INSECT 489
MAN-EATER 490
SMALL ANIMAL 491
SWARM 491
PRIMEVALS 492
ATTERCAP SPIDER 492

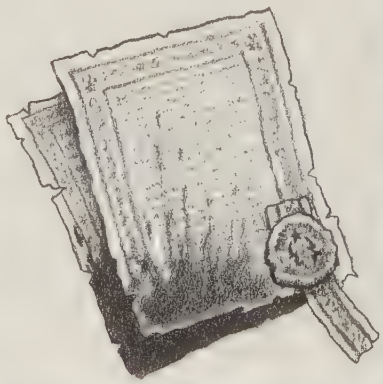
BARREL-BELLIED ORC 493
DEATH BAT 494
DIRE RAT 495
HOWLBEAR 496
SILVERBACK WARG 497
WATER PANTHER 497
BEAST 499
BASILISK 499
BOG BEHEMOTH 500
CHIMAERA 501
COCKATRICE 502
DRAGON TURTLE 503
FEN WYRM 504
FODDERLING 505
GRYPHON 506
HARPY 507
HYDRA 508
JABBERWOCKY 509
SIREN 510
WYVERN 511
HUMANOID 513
AZTLAN 513
GEKKOTA 514
IGUANIA 515
LACERTILIA 516
TLALOC 517
CHOSEN OF CHAOS 518
DREAD COUNT 519
DVERGAR 520
FELL KNIGHT 521
HAVOC CONJUROR 522
HOWLING MARAUDER 523
NEPHILIM 524
SIABRA 525
CORRUPTED SOULS 527
BRIGAND 527
DERANGED ZEALOT 528
DESERTER SOLDIER 529
OCCULTIST 530
OGRE MERCENARY 531
PETTY THUG 532
REBELLIOUS PEASANT 533
TEMPLAR FANATIC 534
WITCH 535
ZOATAR 535
MUTANT 537
DEADLY FLORA 537
BOG THING 537
DEATH HEDGE 538
ORX-SPORE 539
SHIMMERING MIMIC 540
DRAGON-BORN OGRE 541
GOBLINS 542
HOBGOBLIN 543
KOBOLD 543
KOBOLD FANATIC 544
GRENDEL 545
BROO 546
EQUIGORN 547
HIRCUS 548
TAURUS 549
WOSE 550
LYCANTHROPE 551
MEDUSA 552
ORX 553
BOOGAN 554
HIGH ORX 555
LOW ORX 555
RUDEBOY 556
RAVENOUS GHOUL 557
SKRZZAK 558
BILIOUS SKRZZAK 559
BROODMOTHER 560
CHOLERIC SKRZZAK 561
PHLEGMATIC SKRZZAK 562
SANGUINE SKRZZAK 563
TYRANT SKRZZAK 564
WARREN RUNNER 565
TROLL 566
SUPERNATURAL 568
ÆTHERIC SPIRITS 568
AIR SYLPH 569
EARTHEN GNOME 570
FIRE SALAMANDER 571
WATER UNDINE 572
DEFILER 573
FEY 575
DULLAHAN 576
FACEDANCER 577
REDCAP 578
SIDHE LORD 579
TALKING TREE 580
WOODLAND NYMPH 581
GOLEM 582
LIVING STATUE 583
MINDLESS UNDEAD 585
CRYPT SKELETON 585
DRAUGR 586
REANIMATED CORPSE 587
TENEBRAE 588
RESTLESS SPIRITS 589
APPARITION 590
HOODED ONE 591
PHANTOM 592
RED REVENANT 593
WAILING WOMAN 594
VAMPIRES 596
LAMASHTU 596
NOSFERATU 597
RAKSHASA 598
SUCCUBUS 600
VAMPIRIC TEMPLAR 601
CUSTOM CREATURES 603
UNDERLINGS 603
BOSSES 603
MAGICIAN 605
LOOT & LUCRE 607
COIN PURSE CONTENTS 607
SMALL TREASURES 607
GEMSTONES 611
FINERIES 612
COMMODITIES 613

CHAPTER 13

A BITTER HARVEST 616
PLOT SYNOPSIS 617
DRAMATIS PERSONAE 618
PART I: THE WEDDING 621
MINOR PERSONALITIES 623
PART II: THE JOURNEY 624
GUIDE 625
SURVIVALIST 625
SCOUT 626
PART III: THE BATTLEFIELD 626
PART IV: ARRIVAL 628
PART V: INVESTIGATION 630
THE COWARDLY ORX 631
SHRINE OF THE GOD-EMPEROR 633
THE STEIGER HOUSE 633
LABORERS' QUARTERS 635
PART VI: THE PLAN 635
PART VII: THE SORTIE 636
PART VIII: RECONNAISSANCE 639
PART IX: GIRL, INTERRUPTER 641
PART X: RESOLUTIONS 642
EPILOGUE 645
REWARDS FOR COMPLETION 646

APPENDIX

DAMAGE CONDITION TRACKER 648
CHASE SCENE TRACKER 649
CHASE SCENE COMPLICATION: DECREPIT MANOR & UNDERCITY 650
CHASE SCENE COMPLICATION: MARKETPLACE & MOUNTAIN PASS 651
WILDERNESS TRAVEL TRACKER 652
WILDERNESS ENCOUNTERS 653
SOCIAL INTRIGUE TRACKER 657
TAINTS OF CHAOS 658
ACTIONS IN COMBAT 661
CHARACTER SHEET 662
INDEX 666



My name is Danziger Eckhardt, and I used to be a lot like you: a model citizen, a dutiful son, a stalwart soldier, a devoted husband and a loving father. But that was a long time ago. I'll tell you something right now: life has many hard truths to teach a man, and most of them have been beaten into me. And with each lesson, the feeble trappings of 'civilized' life grow dimmer before my sight, revealing their pathetic, contrived nature. Now if you'll keep your mouth shut, I'll tell you the three most important lessons in life.

The first lesson you have to know is this: **YOU CAN'T EARN ANYTHING IN THIS WORLD.** I spent my life in obedience, following all the rules, doing my duty to my country. As a soldier, sometimes that means doing terrible things. Make no mistake, war is not some noble pursuit; when some poor bastard is spitted on your blade, spewing blood and piss and shit... well, you're not thinking about your ideals, your country or your gods. You're just trying to survive. But I'm not telling you this so you'll feel sorry for me. The point is that at one time, I would have done anything for my country. I was a patriot, committed to the causes of our land. I gave everything to them, sure that they would value my service. But the time came when it was convenient for someone in power to use me, to dispose of me. And that's exactly what they did. Someone gave the word, and they cast me into hell. I don't even know his name; sometimes I wonder if he ever knew mine.

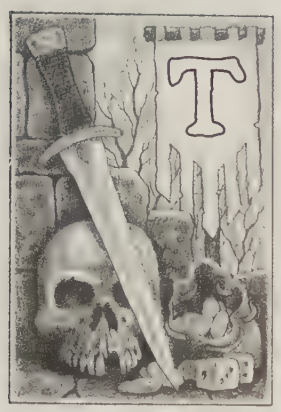
Lesson two: **A MAN WILL DO ANYTHING HE CAN TO SURVIVE.** I've spent almost half my life in a prison pit with the insane, the bloodthirsty and the depraved. And in those years crawling about in the dark, drenched in my own filth, I should have died. I gave up every night, let myself go, closed my eyes and prayed that the gods would take my broken life from me. And yet every morning I would awaken, and some spark within refused to let me die. I have seen the black truth that hides itself in the soul of every man, the root of all that is vile and horrible in this world. In the depths of those dungeons, I did things you couldn't imagine... things best left unspoken. And as I did these things, I would tell myself every time that I was only doing what was necessary to survive. I had convinced myself that someday I would be a free man, that there were still things in life worth fighting for, worth living for. The whole time, somewhere deep down, I must have known it was a lie and that each vicious act was eating at my precious humanity bit by bit. But my delusions continued, and one day, after all the blood and the savagery, I was set free.

And it was only then that I learned the third and most important lesson: **LIFE IS PAIN AND DEATH.** We spend all our days acting out some charade of an orderly life. We play out our roles, we say our prayers and we make our plans. We trust in others: our families, our neighbors, our superiors, our priests. We put our faith in the gods, we try to live good lives and we trick ourselves into believing that somehow all of this will safeguard us against the oncoming storm. We think we have some control over this life, but we don't. And we never will. Life isn't some children's story, with heroic deeds and some tidy moral lesson and a happy ending. Life is cruel. Life is callous. Life will take everything from you, and then it will kill you. The most you can hope for is that you have something to believe in, some last bit of hope you can use to deceive yourself before the end. But in the meantime, we will all root in our own filth and betray each other, and worse... oh, so much worse... because a man will do anything he can to survive.

Now, you'll save yourself a lot of wasted effort if you start living by those three rules. But I know you won't. You want to run and hide behind your values and false hope. Well, mark my words: pain is coming. Death is coming. And there's nothing you can do about it. Now get out of my sight, before I kill you myself.

— Danziger Eckhardt, Soldier and Ex-Convict

DESIGNER'S NOTE



This tabletop RPG is nearly five years in the making, adopted from pages (and pages) of personal notes, scribbles in sketchbooks, house rules and the private wiki I use around my gaming table. I started writing on a whim back in November 2011. A year and several months later in August 2013, I released an early version called **Project Corehammer** on *Strike-To-Stun.net*. However, it became clear that the project was evolving into a wholly unique game system. From there, I scrapped the title, as Corehammer just didn't have the right ring to it. Thanks to a few enterprising folks over at Strike To Stun, I embraced the community-suggested title of **ZWEIHÄNDER**. It roughly translates into "big friggin' sword" in German and "press tongue firmly into cheek" in English.

Following this, I brought a reliable group of playtesters on board to help test and perfect the system. The watchwords were this – make it dark and gritty; make it perilous and challenging; make it a system that carries uncertain outcomes in an unforgiving world; and make it world-agnostic, so it can be used with any low fantasy campaign world. I shortened this to simply 'grim & perilous' gaming.

Following internal play testing, I released the **GRIMDARK Public Beta** in December 2014. It proved to be wildly popular with OSR players. Shortly thereafter, the largest Spanish-speaking tabletop RPG forum *IGARol.org* translated the beta into Spanish. This set everything into motion for self-publication. But, I needed help along the way to make it a reality.

Realizing that I could have something material to bring to market, I contracted **Dejan Mandic** to begin working on concept art. He helped envision what a grim & perilous RPG would look like through his lens of creativity. **Jussi Alarauhio** beautifully illustrated the cover image and logo. **Tanner Yea** joined on as a writing consultant, reshaping the narrative of the game without inherently disrupting the system's rules. **Milena Lakicevic** – our *Mother of Dragons* – began layout, working alongside Dejan to bring the formatting and publication standards up to snuff. Following a successful Kickstarter and the sheer volume of work ahead of us, I contracted veteran editor **Matthew Pook** to bring it home. And, after many years of hard work and play testing, **ZWEIHÄNDER** became the product we present to you today.

ZWEIHÄNDER has been revised and rebuilt through three major iterations across 240 playtest sessions and countless hours of number-crunching, with invaluable feedback from our internal and public playtest groups. We feel confident in saying that there isn't any other tabletop RPG on the market that comes near its slavish devotion to the original influences behind the system. And now, in this revised version (thoughtfully and expertly lain out by **Ken Duquet**), we are proud to present the 2019 edition of **ZWEIHÄNDER Grim & Perilous RPG.**

Welcome to grim & perilous gaming!

Daniel D. Fox

Daniel D. Fox, Creator and Lead Designer

INTRODUCTION

WEIHÄNDER is a pastiche of many familiar themes found throughout low fantasy literature: the gritty portrayal of a society replete with clandestine conflict, political intrigues, vicious reprisals and terrifying supernatural elements. The Gamemaster (called a **GM**) will impose dramatic, tense situations upon players using intrigue, dangerous fights, the perils of the wilderness, heart-pumping chase scenes and more. These are the foundation of this book, as any one of them can prove lethal in very different ways. These challenges frame the drama of the adventure. As the GM calls upon you to mold the flow of events, you roll the dice to determine success or failure.

Most readers will already be familiar with tabletop role-playing games and how they work. For the uninitiated, a role-playing game is basically a story or adventure, otherwise an organized, cooperative game of pretend called a **game session**. In essence, you and your friends share an interactive story where your choices drive the action, drama and suspense by taking on the role of someone else. You resolve actions during the game session using dice to determine whether choices were successful or not.

But a role-playing game is much more than just a series of arbitrations between numbers on a sheet of paper or a puzzle of arithmetic to be plotted out and solved. The lifeblood of your game will be expressed through role-playing, subtlety and complexity, for which dice alone are woefully inadequate. Personalities within the game will be comprised of moral strengths and flaws; in other styles of game, the rewards for success are based on successfully manipulating situations confronted towards the former and away from the latter. The strength of your game will not be in the overcoming of obstacles, but frequently in the act of simply facing them. Their spirit is as crucial as the dread they face; after all, the darkest recess is always found just outside the range of the flickering candle.

There are many dark themes you'll find within these pages. The system and its game mechanics are written to describe a motif of brutal violence, political intrigue, profane sorcery and unimaginable horrors from beyond. Disease runs rampant throughout cities. Towering asylums upon the edge of civilization ring with the howls of the demented and damned. Tales of twisted monstrosities are whispered in firelight, talk of an all-consuming chaos that rests below the earth and beyond the stars. It slumbers until stirred by intrepid fools, or waits lurking in the deepening shadows of a nearby alley, biding its time. Villainy lies within the hearts of women and men, who engage in all manner of violence and deceit in the name of progress. It is a world where the upright perish, the unjust linger and grim attitudes rule. People live in a state of decay and paranoia, scrambling to keep what little has been afforded them by the higher social classes. The gods are petty and quick to anger; their fickle gifts bestowed upon a vexing few. Those who call themselves priests are often venal charlatans, consumed by the very sins they preach against. Far from the prying eyes of others, sorcerers risk their sanity and their souls to harness the mysterious power of cosmic disorder by striking Faustian bargains with gods, diabolical servants and other less palatable entities. All of these terrible things manifest into Corruption (both a thematic element and a game mechanic); a world-eating blackness that can utterly twist its victims both physically and spiritually.

These same elements are very portable, as any GM can easily integrate **ZWEIHÄNDER**'s rules into their own homebrewed world. They can use the rules to craft adventures set in a low fantasy version of the Thirty Years' War, the politically-inspired intrigues of George R.R. Martin's *A Song of Ice and Fire*, the racial tensions of Andrzej Sapkowski's *The Witcher*, the criminal underworld of Scott Lynch's *Lies of Locke Lamora*, war torn adventures set in Glen Cook's *The Black Company* and other 'grimdark'-inspired campaign settings.

WHAT ZWEIHÄNDER IS NOT

This system isn't really designed for the traditional dungeon romp. While these rules can support that style of play, death is almost a certainty. Injuries sustained in **ZWEIHÄNDER** often have nasty consequences, requiring prolonged periods of recovery and care. Creatures are incredibly dangerous and rarely taken down without lasting wounds. In a grim & perilous world, common peasant rabble (when gathered into large enough groups) can drag a veteran knight off his steed and beat him to a bloody pulp. We don't wish to thwart this style of play, but you have been warned!

PLAYER'S ROLE

You and your friends will share an interactive story where you drive the action, drama and suspense by taking on the role of someone else. To start, a group of people use the book you're holding in your hands right now to each create a player Character (called a **PC**), an alternate fantasy personality. Players are actors within the shared story, portraying their Character using first and third person perspectives during a game session. They can change the outcome of the story by making decisions 'In-Character', using the persona they've created. Players portraying their Character's personality using active and descriptive role-playing perspectives during a game session. Active role-playing means a player declaring things as if they were their Character, such as, *"I march across the chamber to skewer the highwayman, declaring loudly FIE!"*.

Descriptive role-playing means a player describe the actions their Character is engaging in, such as, *"Wilhelm marches across the chamber to attack the highwayman, shouting a battle cry"*. Both are appropriate ways to role-play in **ZWEIHÄNDER**. These decisions drive the challenges, resolved by using dice to test success and failure.

GAMEMASTER'S ROLE

The GM presents the world Characters live within. They act as the narrator of this world, keeping things organized, authoring the challenges within the adventure, providing exposition and portraying the other personas and creatures (called a non-player Character or **NPC**). Additionally, the GM makes up details and information about the setting and those within it. They also serve as referee to the decisions players make as their Characters, promoting fairness and fun in equal measure. The GM will adjudicate the results of dice rolls and produce a narrative that encapsulates what the Characters are experiencing. And when the interpretation of rules is called for, the GM is responsible for making the final decision.

Veteran GMs will likely develop a lengthy story arc known as a **campaign**, which is a malleable blueprint that highlights the themes, people and places within game sessions while allowing the aforementioned elements to be molded by the choices players make with their Characters. Oftentimes, they will even create their own persistent **campaign worlds**, further immersing themselves and the players within its deep and robustly imaginative framework. Some GMs may even adopt elements from popular television shows, author an alternate history derived from our own world's history, adapt stories from material found in popular fantasy novels or use published campaigns created by other role-playing game publishers.

THE GOLDEN RULE

One rule above all others is held in the highest regard around the gaming table – have a good time! This means that the GM and players should never let the rules prevent the story from moving forward. If a rule gets in the way, work with your GM to change it by turning it into a house rule, personalizing it for your group's preferred style of play. While rules act as tools, rulings are far more important on the GM's part rather than strict adherence to the book. **ZWEIHÄNDER** is built with modularity baked into the rules and able to be modified without upsetting the inherent balance of the system. In other words, don't let the rules bog down gameplay and fun on the part of players and the GM.

If for some reason you or the GM have forgotten a specific rule, ignore it and look it up later. Stopping the game to find the exact language (or even argue about its interpretation) only creates frustration around the table. The GM and the players shouldn't position themselves into adversarial roles. Above all else, a role-playing game is a cooperative game, with an agreement between the players and the GM that

they will play fairly, placing fun above all else. And while the GM has the final say on how all rules play out, you should be mindful of your choices and discuss any issues you may have with a particular mechanic or interpretation outside of the game session. Don't ruin the fun for you and everyone else around you by dragging the GM into an argument over how a rule is used. Save discussion of the point for the end of the game session or the beginning of the next.

Additionally, dice rolls alone do not solely dictate how the story plays out. Dice add an element of random chance to the game. It may create moments of excitement as you succeed at a difficult challenge to overcome some deadly obstacle. Other times, it can be exceedingly harsh, as when a dice roll results in the death of a Character. While dice add a threatening element of chance to the game that may be beneficial or ruinous, the narrative, story and role-play should be the core focus. While grim & perilous games tend to be far grittier and unrelenting than other role-playing games, you should do your best to emulate this same style of gaming by relying less on the dice rolls you make and look more towards the role you play. In fact, the game is designed to offer the most rewards for doing just that!

GENDER NEUTRALITY

Throughout this book, you'll note that we use the singular 'they' (along with its inflected forms like them or their) for indeterminate gender. However, our play examples will typically reference the gendered pronoun appropriate to the gender of the player or their Character.

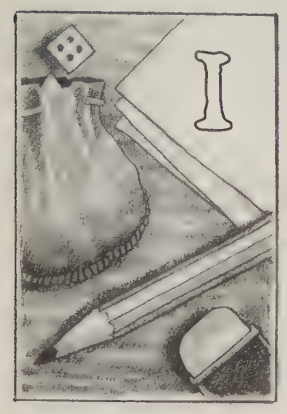
YOUR ZWEIHÄNDER GAME

Although **ZWEIHÄNDER** has several implied thematic elements, you are encouraged to adjust them to fit your vision of grim & perilous adventures. Feel free to select them piecemeal or ignore them completely and create your own elements. Take a moment, let yourself go and envision how your story might unfold:

- Will it be an epic struggle between the roving adherents of disorder and a noble empire of scattered provinces?
- Will it be a dark meditation on real-world ethnic cleansing and land grabs in foreign countries between fantasy races?
- Will it be a street-level crime drama, taking place entirely in the streets of a Renaissance-inspired metropolis that's dominated by factions both small and large?
- Will it explore a perilous frontier of scattered city-states, entrenched in localized sorties between petty warlords?
- Will it be a sacred pilgrimage that takes its adherents through a terrible and strange land during a cataclysmic apocalypse, testing their faith as the world crumbles around them?
- Will it be a world replete with backstabbers, schemers, sycophants and money-grubbing petty nobles vying for power while the tides of Magick have begun to arise once more?
- Will it be a story of a realm riven by civil war, where corrupt noble houses attempt to unify their people beneath the banner of monotheism?
- Will it be a survival horror game, where Characters either race toward madness or simply try to survive the onslaught of unimaginably terrifying entities from beyond the stars?
- Will it be a game set in a desperate region stuck in the throes of feudalism, ruled beneath a corrupt monarchy where knights mete out their own brand of justice in service to a goddess of a mythic lake?

With enough imagination and creativity, the possibilities are endless. **ZWEIHÄNDER** awaits, and the fate of your grim & perilous tale hangs in the balance. We can't wait to hear how it turns out! Please share your experiences on our forums at **GrimAndPerilous.com**

HOW TO PLAY



In a grim & perilous world, Characters will find themselves engrossed in intense scenes as you face the machinations of socialites and their lackeys, lethal back-alley knife fights, adrenaline-pumped chases and horrific confrontations with aberrant creatures.

Your Characters are able to overcome various challenges by calling upon raw abilities and some innate aptitudes, using with learnt proficiencies that rest upon the foundation of raw ability. Their prowess represents a specific command over situations that they have either grown accustomed to or over those who exhibit a natural command. And naturally, all challenges have their own measure of risk. The threat of failure is a constant reminder that no one, no matter how far along in age or experience, may avoid the turn of fortune's wheel.

Whenever you try to perform a task or action which has a dramatic or direct effect in the gaming world, your GM will ask you to make a Skill Test (sometimes simply called a Test) to determine whether you succeed or fail. Additionally, Skill Tests can render Critical Successes (granting an additional positive effect) or Critical Failures (incurring an additional negative effect). On the other hand, there may be some tasks that are outside the realm of possibility. Your GM will determine if some tasks are too difficult for success to be a possibility.

ROLLING DICE: The GM will impose challenging situations upon you in various ways. These challenges vary widely, including courtly intrigue, wilderness exploration, chase scenes, combat and more. These are the foundation of **ZWEIHÄNDER**, as any one of them can have serious consequences… or even prove lethal. These challenges form the drama of how your Character interacts with the campaign world. Whenever the GM calls upon you to influence an outcome, you roll the dice to determine success or failure.

Most rolls you make during a game session will be for Skill Tests, generated using dice. To make a Skill Test, you will roll percentile dice using two 10-sided dice, referred to as 'D100' throughout the book. Before you roll, be sure to indicate to players and the GM which die represents the tens die and which represents the units die. If you rolled a face '6' on the tens die and a face '1' on the units die, you generated a result of 61%. When you generate a result of '00', it is equal to 100%. Rolling equal to or under the Total Chance for success means you succeed at your Skill Test. Rolling over the Total Chance for success indicates failure.

Danziger Eckhardt needs to make a Skill Test. His Total Chance for success is 64% or lower. Grabbing D100, Danziger rolls a 34% and succeeds! If he had rolled a 64%, he would still have been successful. However, rolling 65% or higher would have resulted in a failure.

SKILL TEST SUMMARY

Whenever you make a Skill Test, you'll reference these guidelines. You should commit these steps to memory, as you're going to be called upon to make a number of Skill Tests during a game session:

- First, you must determine the Skill that's being tested. Generally, your GM will call upon you to Test a specific Skill as you role-play within the campaign world. However, you may also request to use a specific Skill to change events into your or another's favor. Each Skill is related to a Primary Attribute.
- Once you've identified the Skill to be tested, now determine the Base Chance to use it. First, add the Primary Attribute value to bonuses conferred by Skill Ranks. Then, apply any penalties your Peril Condition Track may confer. This may cause you to ignore some or all of your Skill Ranks. Add modifiers from Talents and Traits that apply. The sum of these determine your Base Chance. The maximum total modifier that can be applied to the Primary Attribute value is +30, while the minimum total modifier is -30. Should the total modifier add up to greater than +30 or less than -30, it is treated as +30 or -30 respectively.

Credence Redding is attempting to use a Coordination Test. Coordination is an Agility-based Skill. His Agility is 45%, while he has 3 total Skill Ranks in Coordination. This gives a Base Chance of 75% (45 + 10 + 10 + 10). However, Credence is suffering from "Ignore 2 Skill Ranks" on the Peril Condition Track. This means that his Base Chance is now only 55% (45 + 10).

- Other conditions of the environment and outside influences will have an impact on your ability to succeed or fail. These are ambient bonuses or penalties imposed upon you by the drama of the situation by your GM, called the Difficulty Rating. The GM will tell you the final adjustment you must apply.
- Add all of the modifiers together to determine the Total Chance for success. While some modifiers may negate one another, your GM will always clarify these situations.
- Grab D100, call out to the table what your Total Chance

for success is and roll. If the rolled number is equal to or less than your Total Chance for success, you have succeeded at the Skill Test. If the results are greater than the Total Chance for success, you have failed the Skill Test.

Leopold attempts to Charm his way past a city guard. Unfortunately for him, the city is on high alert, and the GM imposes a Difficulty Rating of (Hard -20%). This is applied to Leopold's 81% Base Chance, meaning his Total Chance of success on this occasion is reduced to 61%.

We will speak more in upcoming chapters about using Skills. However, no matter what the circumstance is, you'll always reference these basic guidelines to make a Skill Test.

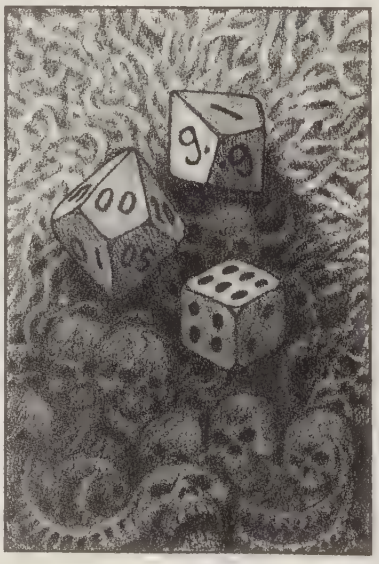
PERIL CONDITION PENALTIES

Your Peril Condition Track may impose penalties to your Total Chance for success. If you are Unhindered or Imperiled, you suffer no additional penalties. However, if your status on the Peril Condition Track is "Ignore 1 Skill Rank", "Ignore 2 Skill Ranks" or even "Ignore 3 Skill Ranks", you must subtract the bonuses your Skill Ranks normally confer to you. However, if you are Incapacitated!, you cannot even roll dice, as you cannot succeed at any Skill Test. You will learn more about the Peril Condition Track in **Chapter 9: Hazards & Healing**.

DIFFICULTY RATING

Clambering over a manse's garden wall to abscond away with riches may prove to be a relatively easy task should there be creeping vines to aid you, but scaling the sheer face of a tower to infiltrate the count's personal chambers is considerably more difficult. While both require an Athletics Test, it is clear that the second example is more challenging. But do you know what the level of challenge is of the first example? This is where the Difficulty Rating comes into play.

Circumstances directly affect your ability to succeed or fail with a Skill Test. Your GM will always assign a Difficulty Rating to a particular task you wish to attempt. These bonuses help distinguish how easy it is to climb up the manse's wall or perhaps how hard it is to scale the face of a mountain. However, you may individually gain benefits from, or be penalized by, your Character's Ancestral Traits, Professional Traits, Talents or even the Qualities of the trappings you carry. In cases where there are unique modifiers, apply them to your Total Chance for success.



You'll note that there are several different steps along the Difficulty Rating Chart. Whenever your GM determines the Difficulty Rating of the Skill you're about to Test, consult the table below to determine the final modifiers to your Skill Test. A GM will generally call out the Difficulty Rating for the Skill Test, instead of telling you the bonus or penalty. You can quantify the modifier from the Difficulty Rating using the chart on the bottom of your Character Sheet:

DIFFICULTY RATING	DESCRIPTION
(Arduous -30%)	Apply a -30% penalty to Base Chance
(Hard -20%)	Apply a -20% penalty to Base Chance
(Challenging -10%)	Apply a -10% penalty to Base Chance
(Standard +/- 0%)	No penalties or bonuses
(Routine +10%)	Add a +10% bonus to Base Chance
(Easy +20%)	Add a +20% bonus to Base Chance
(Trivial +30%)	Add a +30% bonus to Base Chance

OTHER MODIFIERS: Under special circumstances, there may be situational modifiers in play when making a Skill Test. Your GM will tally these situational modifiers on their side and give you the Difficulty Rating. You should concern yourself only with your Character's immediate Base Chance to use a Skill and let the GM worry about any other ambient modifiers. A GM will likely be willing to share with you the modifiers following your Skill Test's dice roll.

Hamish Claviger watches along the edge of the woods for signs that anyone followed him. It is dark outside and Hamish has no light. The GM considers the situation to determine the Difficulty Rating, telling him that it is a (Hard -20%) Awareness Test.

TOTAL CHANCE FOR SUCCESS

Whenever it is time to make a Skill Test, the GM will announce the Difficulty Rating. However, these results may not be all that encouraging. For instance, you may have a 75% Base Chance to use Skulduggery, but because you're trying to lift someone's purse while surrounded by watchful eyes, the GM has determined that the Difficulty Rating is (Arduous -30%). This reduces your Total Chance for success to 45%.

Once you have announced what your Character intends to do and the GM calls out the Difficulty Rating, you must commit to your intended action.

SITUATIONAL DIFFICULTY RATING

ZWEIHÄNDER does not provide a complete list of every single Difficulty Rating for the situations your Character may be thrust in. Most of these decisions rely on the GM's adjudication of the rules, relying solely on contextual interpretation. Describe what you wish to attempt accurately as you can, so that the GM can assign an appropriate Difficulty Rating. The Difficulty Rating descriptor is not an arbitrary word. If you can explain why your Character would find the task easy to overcome, then you may expect an easier Difficulty Rating. While the GM will attempt to be fair, don't be surprised if your Tests are considerably harder if you're not fully describing in detail what you wish to do.

Leopold Coventry is perched atop a roof, and needs to get away from his pursuers; he must jump! His player tells the GM that Leopold will jump from one rooftop to another, crossing the gap using his Athletics Skill. The GM tells him that it is an (Arduous -30%) Difficulty Rating. Knowing that this will drastically reduce Leopold 's Total Chance of Success, the player tells the GM he doesn't want to do it. The GM reminds him that once he asks to do something and the Difficulty Rating is set, he must commit to his action. With an audible sigh, the player picks up the dice to see what fate lies in store for poor Leopold.

CRITICAL SUCCESS & FAILURE

In certain cases, you may generate a Match with your D100. A Match occurs whenever you generate the same die result on both the tens and units dice (e.g. **11, 22, 33, 44, 55, 66, 77, 88, 99**). These can have a dramatic impact on your successes and failures.

CRITICAL SUCCESS: If you succeed at your Skill Test and the dice Match, you incur a Critical Success. This may mean you may dole out additional wounds upon a foe, gain a temporary beneficial effect, add a bonus to your ally's next Skill Test or do a number of other things. These are generally contextual and the GM will announce any additional benefits or penalties tied to a Match. Your Talents and Professional Traits may confer other effects as well.

Grover Caldwell has a 55% Total Chance for success. Rolling D100, he generates a 33% — a Match! Because it's below the Total Chance for success, it qualifies as a Critical Success. The player announces that Grover has succeeded at the Skill Test with a Critical Success.

CRITICAL FAILURE: Should you fail your Skill Test and the dice Match, you incur a Critical Failure. The effects of Critical Failures are generally to your detriment. Your GM will tell you what the effects of these sorts of Matches are as you play. Sometimes, they may not even describe the terrible effect until it really matters. These negative effects always dramatically enhance the story and your trials and tribulations.

Natasha Steeples is wanted for crimes she didn't commit. Cornered by a bounty hunter, Natasha attempts to convince them otherwise. Natasha has a 55% Total Chance for success. Rolling D100, she generates a 66% — a Match! But, because it's above her Total Chance for Success and it's a Match, it qualifies as a Critical Failure. The GM notes that it is a Critically Failed Skill Test and considers other complications.

SKILL TESTS OVER 100%: In rare cases, it is possible to have a Total Chance for success in excess of 100%. However, your Total Chance for success can never be more than 99%. A result of **100%** on D100 is always treated as a Critical Failure.

SKILL TESTS LOWER THAN 1%: There are times when your Total Chance for success calculates to less than 1%. However, your Total Chance for success can never be less than 1%. Roll a Skill Test regardless. A result of **01%** on D100 is always treated as a Critical Success, despite not being a Match.

AUTOMATIC SUCCESS & FAILURE

Any time you intend for your Character to attempt a dangerous action, you'll make a Skill Test. However, there are many mundane things your GM will not have you make a Test for. Otherwise, this would make for a very boring, drawn-out and unpleasant gaming experience for you and other players. Tasks without risk such as climbing up ladders, driving a cart along a well-traveled road, writing in your Character's journal in a foreign tongue and the like likely require no Tests, and you should assume that they are passed automatically. The GM will be the final arbiter, as always, in these cases.

Lyndon Geneveux is riding his horse down a cobblestone road. Knowing that he has a Skill Rank in Ride, the player asks the GM if he needs to make a Skill Test to see how well he is controlling his horse. Since Lyndon isn't on a rough road and there aren't any real drawbacks for failure, the GM simply rules that Lyndon is riding very well, and allows him to show off his skills to his friends while they ride alongside.

RE-ATTEMPTING FAILED TESTS

Failed Skill Tests may have other setbacks as a result. The GM may rule that a failed Athletics Test results in exhaustion. Similarly, Critically Failing an Athletics Test

could result in a nasty fall. Yet, this is not to say every failed Skill Test necessarily results in immediate, inevitable failure. Some Tests can be reattempted, but generally at a cost the GM dictates.

If you fail a roll, there may be a legitimate reason to re-attempt a failed Skill Test. However, not all Tests can necessarily be retried. For instance, if you fail a Tradecraft Test, the result has already been determined – you failed to craft something effectively and it is of shoddy quality. Another time, you may want to really, **really** get over a wall, despite the fact that you failed the first Athletics Test. Consider using an alternative Skill or think of a more creative way to grant additional bonuses to your Test.

Whenever you re-attempt a failed Skill Test, the penalties rely on narrative changes or the imposition of other mitigating factors as determined by the GM. For instance, you may have failed an Athletics Test to climb over a wall. Your GM may decide that a rope or other climbing implement would allow you to re-attempt the failed Skill Test. Other situations may not allow you to re-attempt the Skill Test until time has passed, particularly if you wouldn't know if the initial Skill Test had failed. For instance, you may have failed a check to cleanse and scrape off contagion from a comrade's wounds, noted only because the patient's disposition grew worse. Some failures may even work against your mind, demoralizing you. Only by gaining help, finding better equipment, waiting an appropriate amount of time or increasing your number of Skill Ranks allows you to re-attempt the failed Test.

> Liem DuFrasne is amongst a crowd, tailing a local magistrate through the market. He needs to pilfer a seal the magistrate has hidden on his person. Using the bustle of the crowd for cover, a Skulduggery Skill Test is rolled and failed. However, Liem is determined to pick the magistrate's pocket. As the townsfolk swell around him in the market, it provides Liem another opportune moment to try again.

There are some exceptions to these rules, particularly in combat. Every swing and shot against an active enemy promotes a new set of circumstances. We'll talk more about how this works in **Chapter 8: Combat**.

SOME SKILL TESTS TAKE TIME

Most Skill Tests require only mere moments of attention to succeed or fail at. However, some require a longer expenditure of time and energy. For Skill Tests that require longer lengths of time, your GM will indicate how long it takes to attempt it after they've announced the Difficulty Rating.

EXTENDED TESTS

If you decide to triple the amount of time required to try a task, your chances may increase. For instance, mending a person's wounds with the Heal Skill takes ten minutes. However, if you instead dedicated thirty minutes to clean and dress the wound more carefully by taking greater care, the chance of you succeeding increases. Spending additional time beyond that typically confers no additional bonus, unless the GM rules otherwise.

Anytime you are beset by circumstances where you take your time with the Skill Test, your GM will impose a more favorable Difficulty Rating, based on narrative circumstances.

HASTY TESTS

Some Skill Tests may need to be made in a hurry or under some duress. For instance, you may be racing against the clock to pick a lock from a door while the owner is approaching. Anytime you are beset by circumstances where you wish to rush through the Skill Test, your GM will impose a less favorable Difficulty Rating, based on narrative circumstances.

SKILL SYNERGY

Some Skills can be used to benefit one another in the right circumstances. These situations are always determined by the GM, but you should feel encouraged to think about how you can pair up Skills together to take advantage of this. In these cases, you may add a +10 Base Chance to your Total Chance for success.

> Credence Redding has recovered a stolen painting. He wishes to evaluate whether it is a forgery or not with the Counterfeit Skill. Fortunate for Credence, he has a Skill Rank in Tradecraft with a Focus in Artistry. The GM decides to let Credence add a +10 Base Chance when he makes the Counterfeit Test, in order to determine whether or not the painting is legitimate.

ASSISTED TESTS

Fortunately, your Character is not alone in their adventures. There are times in any grim & perilous game session where your own capabilities aren't enough; a physical challenge too demanding or a social situation too perplexing. Rely on your allies to provide additional help while tackling the challenges presented to you by your GM.

You should always endeavor to aid your allies when your Character can realistically apply their own knowledge to the situation. However, you must adhere to these few basic rules whenever you provide assistance to others' Skill Tests:

- An assisting ally must at least possess one Skill Rank in the relevant Skill to assist another, regardless of whether it is a Common or Special Skill.
- Whenever an ally intends to assist your Skill Test, they must hand one of their D100 (their tens die) to you. This die is called an Assist Die and can replace the tens die

result of the next Skill Test you make.

- Roll your D100 and the Assist Die along with it. When determining results, you may reference either the original tens die or the Assist Die with the results you prefer (typically the lowest result). This means that if you roll D100 that comes up with a '45%', and your Assist Die comes up as face '3', your new derived result is '35%'.
- Always assume the best result when gaining assistance with an Assist Die, unless it is a Critical Failure.
- Only one ally can assist a Test. This means no matter how many allies are assisting, you cannot gain more than one Assist Die to a Skill Test.

  Assistance requires full attention and effort. A player can't simply announce that they're assisting a Skill Test. The assisting player must describe the actions their Character is taking to illustrate to the GM how they intend to help. Simply stating that you wish to assist a Charm Test likely won't garner a vote of support from the GM, but declaring that you intend to gaze admiringly and subtly seduce the lady-in-waiting that your ally is engaged in conversation with will.
- Assistance with a Test can be announced by another player after the Difficulty Rating has been called out by the GM.

Hamish Claviger has crashed the group's coach into a low ravine. He and his friends are trying to figure out how to drag it out without harming the horses. Hamish knows something of how to prepare a wagon's creatures for travel, given that he spent time loading trunks for 'bigwigs' in the 'big city'. He asks the GM if he can roll a Handle Animal Test to determine whether there's an easier way to unhitch the horses without causing any further injury. The GM announces that the Difficulty Rating of the Skill Test will be (Challenging -10%), which means Hamish's Total Chance for success is 55%. Leopold Coventry immediately pipes up, indicating that he has raised horses his entire life and may be able to provide some assistance with the work. The GM tells Leopold he can confer an Assist Die to Hamish's Skill Test. Hamish rolls a '63%' on his D100, and a face '3' on Leopold's Assist Die. Hamish swaps the face '6' for a face '3', with his derived result now a '33%' – a Critical Success!

OPPOSED TESTS

In **ZWEIHÄNDER**, most Skill Tests assess a binary outcome of success or failure; the wall is either climbed or not. For instance, whenever you strike a foe with an attack, they may elect to defend themselves. They need not 'beat' your results; the foe must only succeed on their roll. The same can be said when using the Intimidate Skill to terrify your enemies. Although you may have succeeded, your enemies may make a Resolve Test on their Turn to shake off or simply ignore its effects. However, there are certain situations where these sorts of rolls may not do the trick or both tests are successful and result in a tie.

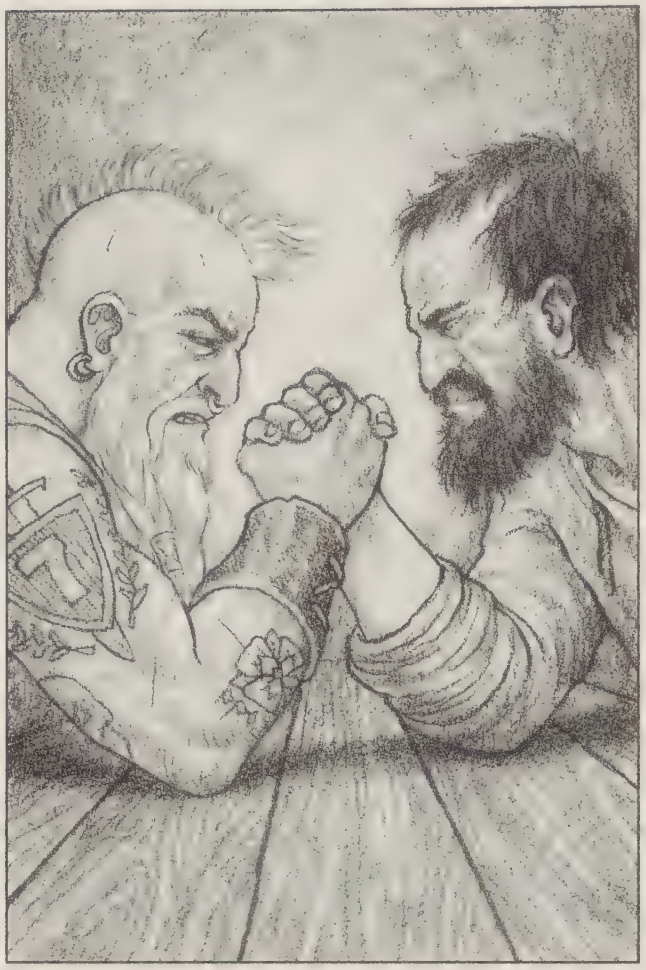
Should there ever be a time where an Opposed Test is absolutely required (such as in a contest of strength or when gambling), not only should you succeed at the Skill Test, you must also reference your Degrees Of Success. You determine Degrees Of Success by adding together the tens die (a result between 1 to 10) and the relevant Primary Attribute Bonus the Skill is derived from. For example, if your Character has a Primary Attribute of 45%, your Primary Attribute Bonus is '4'. Whoever succeeds at their Skill Test and has the highest Degrees Of Success automatically wins the Opposed Test. If the Degrees Of Success match, make another Opposed Test until one side is declared the winner. In cases where you automatically succeed at a Skill Test, simply roll a 1D10 and add the related Primary Attribute Bonus as above.

Any time a Skill Test in an Opposed Test results in Critical Success, that participant automatically wins the contest. If both participants roll a Critical Success, reference the Degrees Of Success to determine the winner. But, if the Opposed Test results in a Critical Failure, the participant automatically loses the contest.

Grover Caldwell is sneaking through a merchant's camp at night. Although most are asleep, a scullion boy has been charged to clean up and watch their wares. The GM decides to have Grover and the scullion boy make an Opposed Test. Grover's Stealth Test is (Challenging -10%), whereas the scullion's Awareness Test is (Routine +10%). Grover has an [AB] of 4. He then rolls 35%, succeeding at his Skill Test. Grover has generated 7 Degrees of Success (4 + 3). The scullion boy's [PB] is 2. He then rolls a 22%, a Critical Success! A Critical Success always wins in an Opposed Test.

However, in some cases the GM may rule that the Opposed Test should play out in a tense manner. These sort of Opposed Tests take place over several rolls. The highest result will win the contest. Characters who wish to participate will roll a series of Tests, tallying their individual results. Whomever generates the most Degrees of Success will win.

Alternatively, the GM will announce how many Degrees Of Success are required to win (called the Target Number), and each participant will take turns, making the relevant Skill Test, counting up their respective Degrees Of Success. The first to exceed the Target Number with their Degrees Of Success wins.

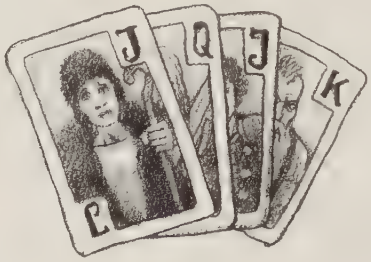


Danziger Eckhardt bellies up to the bar, attempting to engage in an arm wrestling contest against the local champ, "Gutboy" Barrelhaus. The GM says that the first to succeed their Athletics Tests and to reach the Target Number of 20 wins. Both Danziger and Gutboy make opposed Athletics Tests. Both succeed at their Athletics Tests, so it's time to compare Degrees Of Success. Danziger rolled a 45% and adds his Brawn Bonus [BB]* of 5. Danziger's total Degrees Of Success is 9 (4 + 5). Gutboy rolled a 35% and adds his [BB] of 7. Gutboy's total Degrees Of Success is 10 (3 + 7). The GM makes a note of the current Degrees Of Success, and the match continues on. Danziger rolls another Athletics Test; unfortunately, he fails his roll (and doesn't generate any Degrees Of Success). Gutboy rolls his Athletics and generates another 10 Degrees Of Success! Gutboy takes Danziger over the top, winning the arm wrestling contest.

See **Chapter 3: Character Creation for more information about a Character's Brawn Bonus [BB].*

SECRET TESTS

Sometimes, the GM may not want you to know whether you were successful or not. Tests to ferret out hidden agendas (such as with Scrutinize), Tests to proficiently copy a document (using Counterfeit), Tests to hide holdout weapons on your person (using Skulduggery), Tests to change your appearance (such as with Disguise) and other kinds of Tests that the GM would rather secretly know the results of falls underneath the auspices of a Secret Test.



Generally, these are used to hide the mechanics beneath the narrative, making certain that you as a player don't know the immediate result. Under these circumstances, you'll already have described what your Character is doing. Should you possess a Talent or Trait which allows you to flip or otherwise modify the Skill, be sure to tell the GM. From there, you will announce your Base Chance and then roll the dice; the GM will record the results secretly from you. The GM will only ever reveal the result if you generate a Critical Success or Critical Failure. Otherwise, the GM will interpret the dice and explain in narrative terms what happens. It all boils down to perception – if the GM feels that you shouldn't know the exact details, they'll obfuscate the result within the narrative without directly revealing if you succeeded at the Test or not. No matter the situation, a Secret Test can never be given the benefit of an Assist Die.

Grover Caldwell is attempting to use an ancient ritual to summon an Abyssal demon to serve him. Although he has taken the proper precautions, the minds of diabolical servants rarely bow to mortals. After successfully casting his Magick, the creature appears in all its wickedness and grotesquery from a thick plume of sulphurous smoke. The GM secretly determines what the Difficulty Rating is, and asks Grover to make a Secret Test using the Bargain Skill, in order to determine if his force of will is enough to command the demon to do his bidding. Recording the result in secret, the GM will enact its outcome as Grover commands the creature to cow to his wishes…

FLIP THE RESULTS TO SUCCEED

Under some circumstances, an ability may allow you to 'flip the results to succeed' at a Skill Test and take the better result. Whenever the result of your Skill Test is a failure, you also swap the units and tens die with each other to determine if you were successful. You always accept the better of the two results. If you have two or more traits that confer the ability to flip dice, you can only take advantage of one or the other.

Natasha Steeples is attempting to listen in on a conversation in a bedchamber next to hers. Pressing a cup against the wall, she tries to discern what the people next door are saying. Natasha knows this is an Eavesdrop Test and has a pretty good chance of succeeding. However, she fails her Skill Test by rolling an 81%. Fortunately, Natasha also possesses a special Trait, which allows her to flip the results of a failed Eavesdrop Test. Natasha flips the dice, making the 18% instead.

FLIP THE RESULTS TO FAIL

In rare cases, you may be called to 'flip the results to fail' a Skill Test and take the worst result. This mechanic is generally only used for use of Special Skills in which you possess no Skill Ranks in. Whenever the result of your Skill Test is a success, you swap the units and tens die with each other in order to see if you fail. When flipping the results to fail, you always accept the worst of the two results.

Credence Redding, bereft of his weapon, picks up a zweihänder sword. This particular weapon requires use of the Martial Melee Skill, which Credence possesses no Skill Ranks in. His Total Chance for success is 34%. He rolls D100, generating a 34%. Unfortunately, he must flip the results to fail, so Credence instead considers the results to be 43%, failing his Martial Melee Skill Test.

Finally, should you possess an ability that allows you to flip the results to succeed and it's opposed by another's ability or situation that forces you to flip to fail, they simply cancel each other out, as you attempt a normal Skill Test.

USING COMMON SKILLS

In **ZWEIHÄNDER**, it is impossible to have Skill Ranks in every Skill. This is entirely intentional; no matter how you grow your Character, you will only possess Ranks in a fraction of the total Skills available in the game. Yet, Common Skills can be roundly used by everyone.

Even though you may not have any Skill Ranks in a Common Skill, reference your Primary Attribute to determine your Base Chance. However, Talents and Traits may further modify the Base Chance (which you'll learn more about later).

Lyndon Geneveux needs to abandon the boat he was piloting earlier and swim to shore. The GM announces that it will be an (Easy +20%) Athletics Test to swim. Given that Lyndon doesn't have any Skill Ranks in the Common Skill of Athletics, he can only reference his Brawn to determine his Total Chance of Success.

USING SPECIAL SKILLS

Special Skills require a deeper understanding and a more specific set of knowledge to effectively use them. These are typically indicated on your Character Sheet with an asterisk beside them. Even though you may not have any Skill Ranks in a Special Skill, you may reference your Primary Attribute to determine your Base Chance. However, you must flip the results to fail the Test.

Leopold Coventry steals his foe's blunderbuss and takes aim. The GM announces that it will be a (Hard -20%) Martial Ranged Test to fire. Given that Leopold doesn't have any Skill Ranks in Martial Ranged, he can only reference his Combat to determine his Total Chance of Success. Furthermore, when calculating results, he must flip the results to fail this Skill Test.

FURY & CHAOS DICE

Throughout this work, you'll see mention of D6 Fury Dice to generate Damage for melee and ranged weapons. In particular, Fury Dice will be referenced in **Chapter 8: Combat**. Anytime you roll for Damage, if it generates a face '6' on the Fury Die, add an additional 1D6 Fury Die to Total Damage value. If that Fury Die then generates another face '6', it continues to 'explode', generating yet further additional 1D6 Fury Dice. Fury Dice can explode as many times as you can generate face '6s'. Calculate all results together to determine Total Damage.

Liem Dufrasne successfully strikes with his shiv. Liem's Combat Bonus [CB]* is 3. He rolls a 1D6 Fury Die, resulting in a face '6'. He now adds 1D6 Fury Die, generating another face '6'. He rolls yet another Fury Die, resulting in a face '1'. Liem inflicts 16 Total Damage (3 + 6 + 6 + 1).

See **Chapter 3: Character Creation for more information about a Character's Combat Bonus [CB].*

Similarly, you may see mention of D6 Chaos Dice. Chaos Dice are used for special situations that dictate something terrible may happen whenever it lands on face '6'. They are generally referenced when determining if an Injury occurs, but the GM may impose a Chaos Die in other circumstances where there is the possibility that unintended things may happen. You'll learn more about Chaos Dice in **Chapter 8: Combat** and **Chapter 10: Grimoire**.

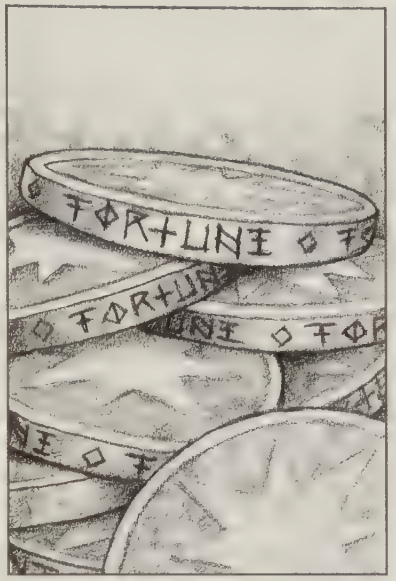
FORTUNE POOL

The tides of order and chaos are in a constant tug of war. All are bound to the wheel of fortune as it turns, turning treacherously for both the villainous and the chivalrous alike.

Protagonists in **ZWEIHÄNDER** often face unexpected twists of fate and misfortune. Whether stumbling upon a creature's den whilst heeding the call of nature, breaking the axle of a wagon while fording a river, making an offensive quip to a blue-blooded lady of the court, getting caught with a handful of shillings you 'found' in someone else's purse or even just being at the wrong place at the wrong time, Skills alone

won't necessarily remedy every situation. Fortune's wheel continues to spin as blind chance and dumb luck favors the foolhardy and brave alike.

At the beginning of every game session, place one token, plus a number of additional tokens equal to the number of players participating, into a bowl. This means that if there are five players, a total of six tokens must be placed in the bowl at the beginning of the game session. These tokens are called Fortune Points and the bowl is referred to as the Fortune Pool.



USING A FORTUNE POINT

You can use Fortune Points in several ways, moving the odds into your favor as fortune smiles upon you:

- Immediately after failing a Skill Test, spend a Fortune Point. You may then re-roll to generate a better result, but must accept the outcome. Note that you cannot use a Fortune Point to re-roll a Critical Failure.
- During combat, spend a Fortune Point to gain one additional Action Point on your Turn.
- Immediately after rolling a D6 Chaos or Fury Die, spend a Fortune Point to treat it as a face value of '6'.

Note that Fortune Points do not accrue between game sessions. The Fortune Pool always refreshes at the beginning of a game session, regardless of any leftover Fortune Points from a previous session.

Players should feel encouraged to spend Fortune Points as needed, but judiciously weigh each situation all the same. After all, you'll never know when you need Lady Luck to intervene on your behalf once more, particularly in situations where you're staring down the business end of a blunderbuss or trapped within the grasp of a ravenous monster.

MISFORTUNE POOL

As the wheel of fortune turns, it works both into the favor of players and the GM alike. Whenever a player uses a Fortune Point, it immediately converts into a Misfortune Point and is then contributed to the GM's own Misfortune Pool. The GM may employ the Misfortune Pool to take advantage of the same benefits as mentioned above for NPCs and creatures they control. However, once Misfortune Points have been spent by the GM, they are simply cast aside permanently from their Misfortune Pool.

SWINDLER
BRUTE
OUTSIDER
CHARLATAN
GIMP

CHARACTER CREATION

As a player, you will create an alternate persona: a protagonist (or perhaps antagonist!) of the story - your Player Character or PC.

Character creation is relatively simple, but the choices you make during this process have long-term implications. Several themes dominate a grim & perilous game:

- Dire circumstances recast your fate. You were a normal, everyday person (or as normal as you could be in a Renaissance-inspired, low-fantasy world). However, something in your immediate past dramatically changed your life's path. You now find yourself among others of similar disposition.
- Retribution and violence are the hallmarks of your unfortunate birthright. The world you live in is largely uncaring, cruel and selfish. The fetid stink of the corrupt wafts from every cobbled street and echoing hillside. The people are bound to strict social strata and rarely break free from the yoke of servitude. You likely know little of the world beyond where you were raised, but have grown accustomed to the grim nature of your environs.
- Ethnic identity binds communities together. It can also build barriers between them or tear them apart from the inside. Sometimes, prejudice manifests despite the safeguards of tradition and religion. In other cases, prejudice results from class conflict or economic issues. Rarely is it driven solely by racial differences. Perhaps in your case, it's related to the caste you were born to and your envy of your betters.
- Superstition is the foundation of faith. People genuinely believe that wearing charms made from dried cat eyes or talismans wrought from oddly green-glowing Wytchstone shards will actually ward away riotous spirits, and if one prays hard enough for rain, it will. Like everyone else, your Character likely believes these things. Behind the myths lies a kernel of truth.
- Religious ceremony and pagan rites dominate every facet of society. You pray hard and sacrifice to your own gods so that they may save your soul from damnation. Most look upwards towards the stars in the Vault of Night for meditative guidance, but some look below into the endless hellhole of the Abyss for quick solutions.
- Medicine is esoteric; its practitioners few and far between. Quackery dominates the profession, where snake oil salesmen make up the bulk of the field. True physicians are generally at odds with the church, believed to be necromancers with their odd pursuit of vivisection in the name of scientific understanding. It may not be uncommon for your Character to imbibe unusual concoctions or other questionable remedies to maintain balance of the four humors. Some even pay the same level of 'tithe' to a local barber-surgeon as they would a preacher.
- Sorcery is reviled by all and those who would dare call themselves true wizards are often burned at the stake for heresy. If you pursue these higher mysteries yourself, these gifts must be hidden from the ignorant and stolen from others who are of your ilk. One does not simply stumble across a grimoire or develop an understanding of sorcery. Magick is a well-hidden secret and those who can employ it jealously guard this knowledge from each other and outsiders. Fortunately, an invisible 'membrane' called the Æthereal Veil mostly protects the world from the terror of raw Magick pouring forth.
- Ancient monsters and festering mutants doubtlessly exist upon the periphery of civilization and in the darkest of recesses. Those who seek to abandon their former lives to become adventurers will likely have to contend with them at some point. These same creatures also have their own social hierarchy, clawing their way through the pecking order to ascend to dominance. However, not all monsters are truly monstrous, and not all civilized folk are truly civilized. The worst sort of 'monsters' oftentimes exist within the walls – and not without. Beware the enemy without, within and beyond!
- Capricious and sinister forces vie for agency over the world's people from the Abyss – the pit of destruction where all chaos is born. Their influence – called Corruption – can physically, mentally and spiritually twist those who come under its influence. Behind the curtain, these dark powers play puppet master, pulling the strings of both cast-asides and the well-bred alike. They whisper into the ear of those chosen for a darker purpose. Perhaps you have heard their whispers, too.

Grim & perilous role-playing is not a story about people who change the world. It is instead a story of a world that changes the people within it. Given these considerations, it's easy to believe that a nihilistic principle guides your Character's life. However, there is a glimmer of hope. Not all is lost and fortune has smiled upon your Character for one reason or another. There is a greater role for you to play in the grand scheme of things. It may not result in changing the world as a whole, but a path has been set before you. Fate has something in store for you and your motley crew of comrades.

Ultimately, you must ask yourself how these circumstances will change your Character's primary motivation. Will they rage against the dying of the light as a flickering glimmer of hope, knowing the considerable risks they bear will likely breed pain and helplessness? Will they struggle in the morass of compromise, torn between justified violence, questionable intentions and unyielding dogma? Or, will they simply embrace these dark times for their own opportunistic ends, building legacy and lucre for themselves off the suffering of those less fortunate and clever? The answer is not simple, but it is the definition of what the **ZWEIHÄNDER** role-playing game is all about.

The GM may incorporate additional themes that define the campaign world your Character will experience and influence. Keep in mind that not all of the campaign's secrets need be revealed by the GM, as your story has yet to completely unfold. In short, an idea of where you would like to go with your Character is helpful; an idea of where they've been is a necessity.

DICE, PENCIL & CHARACTER SHEET

You're going to be recording several kinds of information during the Character creation process. You will need three 10-sided dice, a pencil, and scratch paper. Everything you take down should be written in pencil, so any necessary changes can easily be made along the way during and after this process. You can use the Character sheet presented at the end of the Appendix, or download it directly from our website over at *GrimandPerilous.com*

CREATION OVERVIEW

Below is a guideline to follow whenever you create a Character:

- Step I: Begin Basic Tier
- Step II: Primary Attributes
- Step III: Sex & Ancestry
- Step IV: Archetype & Profession
- Step V: Secondary Attributes
- Step VI: Background
- Step VII: Hand Of Fate
- Step VIII: Alignment
- Step IX: Build Your Profession

STEP I: BEGIN BASIC TIER

Before you begin, it is important to understand the distinction between Tiers of play. A Tier is a measurement of competence, representing a Character's experiences over the course of their adventures. Each Tier represents choices you've made over the course of the story. In **ZWEIHÄNDER**, there are three Tiers – Basic, Intermediate and Advanced Tier. Whenever you first create a Character, you begin in Basic Tier.

Each Tier has a certain number of requirements a Character must fulfill before moving onto a new Tier. The Basic Tier requires you to spend Reward Points on benefits (otherwise called Advances), outlined in your Profession's description. Characters gain promotion into the next Tier by fulfilling all required Advances from the previous Tier. For now, go to the first page of the Character sheet and record Basic Tier.

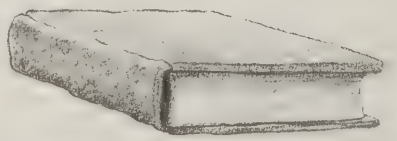
STEP II: PRIMARY ATTRIBUTES

Primary Attributes are the building blocks of creation, governing a Character's raw potential and capabilities. They represent physical, mental, and social characteristics. The higher the value, the better the raw ability.

PRIMARY ATTRIBUTE BONUSES: Primary Attributes also have a related bonus. These Primary Attribute Bonuses are applied to game mechanics in various ways. These bonuses are equal to the tens digit of the related Primary Attribute, plus any related Bonus Advances or positive/negative modifiers by Ancestry. Each Attribute Bonus is generally referenced by its abbreviated name throughout the book:

- Combat Bonus [CB]
- Brawn Bonus [BB]
- Agility Bonus [AB]
- Perception Bonus [PB]
- Intelligence Bonus [IB]
- Willpower Bonus [WB]
- Fellowship Bonus [FB]

For example, if a Character has a Brawn of 37%, they would have a [BB] of 3. As you play your Character, these Attribute Bonuses will grow independently from your Primary Attributes. They may be modified with Bonus Advances you earn during Basic, Intermediate and Advanced Tiers. Additionally, all player Ancestries have an intrinsic bonus or penalty to the Primary Attribute Bonus.



COMBAT
Combat represents your Character's overall proficiency while fighting with weapons in close quarters and from afar, as well as defending yourself. It also determines your Base Chance for success with the Martial Melee, Martial Ranged, Simple Melee and Simple Ranged Skills. Your [CB] directly affects Total Damage inflicted with melee and ranged weapons.

BRAWN
Brawn represents your Character's physical prowess, muscle, durability and overall endurance. It controls your ability to overpower others using might and force, withstand pain and carry equipment without being encumbered. It also determines your Base Chance to succeed at Skill Tests with the Athletics, Drive, Intimidate and Toughness Skills. Your [BB] directly affects Damage Threshold and Encumbrance Limit.

AGILITY
Agility represents your Character's speed and nimbleness. It controls your ability to outmaneuver others and allows you to duck out of the way from falling hazards. It also determines your Base Chance to succeed at Skill Tests with the Coordination, Pilot, Ride, Skulduggery and Stealth Skills. Your [AB] directly affects Movement.

PERCEPTION
Perception represents your Character's mental acuity and insight. It controls your ability to observe the world around you. It also determines your Base Chance to succeed at Skill Tests with the Awareness, Eavesdrop, Scrutinize and Survival Skills. Your [PB] directly affects Initiative and Distances for ranged weapons.

INTELLIGENCE
Intelligence represents your Character's ability to learn and memorize. It controls your ability to understand the written word and recall important facts. It also determines your Base Chance to succeed at Skill Tests with the Alchemy, Counterfeit, Education, Folklore, Gamble, Heal, Navigation and Warfare Skills. Your [IB] directly affects the number of Magick spells that can be learned and number of Focuses acquired.

WILLPOWER
Willpower represents your Character's resolve and fortitude. It controls your ability to act decisively in the face of hardship and exercise self-control in dangerous or frightening situations. It also determines your Base Chance to succeed at Skill Tests with the Incantation, Interrogation, Resolve and Tradecraft Skills. Your [WB] directly affects Peril Threshold and several miscellaneous modifiers for Magick.

FELLOWSHIP
Fellowship represents your Character's charisma and social savvy. It controls your ability to persuade others, adapt to social situations, and project personal confidence. It also determines your Base Chance to succeed at Skill Tests with the Bargain, Charm, Disguise, Guile, Handle Animal, Leadership and Rumor Skills. Your [FB] is the first number of the Primary Attribute, which directly affects how many people you influence with Fellowship-based Skill Tests and how many languages you may speak.

GRIM & PERILOUS METHOD

Now that you understand what each Primary Attribute does and the Skills they influence, it's time to generate them using the Grim & Perilous Method. This is the standard method for allocating the basic attributes your Character possesses: an inborn, natural set of seven characteristics. Determining your Primary Attributes, will create a compelling mix of strengths and flaws that reflect the bleak nature of the world your Character inhabits and illustrate the fortune and misfortune of your birth.

Roll 3D10 and add each face value to 25 which generates a percentage result. This means if you roll 3D10 and the dice land on face '4', '3' and a '9', you end up with a 41% (25 + 4 + 3 + 9). As you generate each result, record it in the following order by Primary Attribute: Combat, Brawn, Agility, Perception, Intelligence, Willpower and Fellowship. By the time you're finished, you will have seven separate total values.

Matt is ready to generate Primary Attributes for his Character. Rolling the dice, he generates a 37, 32, 50, 41, 35, 28 and 37. With these results, he has a 37% Combat, 32% Brawn, 50% Agility, 41% Perception, 35% Intelligence, 28% Willpower and 37% Fellowship.

ASSIGNING PRIMARY ATTRIBUTES?

The die has been cast by fate, favoring no woman or man above another. PCs are bound to the same wheel of fortune and misfortune as the rest of the world. Naturally, you may want to roll all the values and assign them as you please. Merciful GMs may allow you to assign your dice rolls at your discretion, so that you may 'min-max' Primary Attributes. However, this does not capture the spirit of **ZWEIHÄNDER** and we urge careful thought before considering this option.

MERCY!

Every Character is granted a reprieve as a circumstance of their birthright, whether through a fluke of nature or by the forbearance of an unknown god. At your option, you may change any one Primary Attribute of your choosing to 42% *-or-* swap the values between any two Primary Attributes, either now or at the end of Character creation.

PCs are distinguished above NPCs with Fate Points; this is the sole advantage you'll gain against the merciless world. Fate points will be described in more detail later in this chapter.

STEP III: SEX & ANCESTRY

You are now ready to determine what sex and species you wish to play. For sake of familiarity, we will use the term 'Ancestry' throughout the rest of this work in reference to different species of humanoids.

DETERMINE YOUR SEX

ZWEIHÄNDER makes no basic intellectual, physical or spiritual distinctions between females and males of any Ancestry. The same goes for intersex and transgender Characters, regardless of their identification. Any social inequalities in the campaign world should be addressed directly with your GM.

Once you've determined your Character's identifying sex or gender, go to the first page of the Character sheet and record it. Be sure to indicate the pronoun you feel is appropriate.

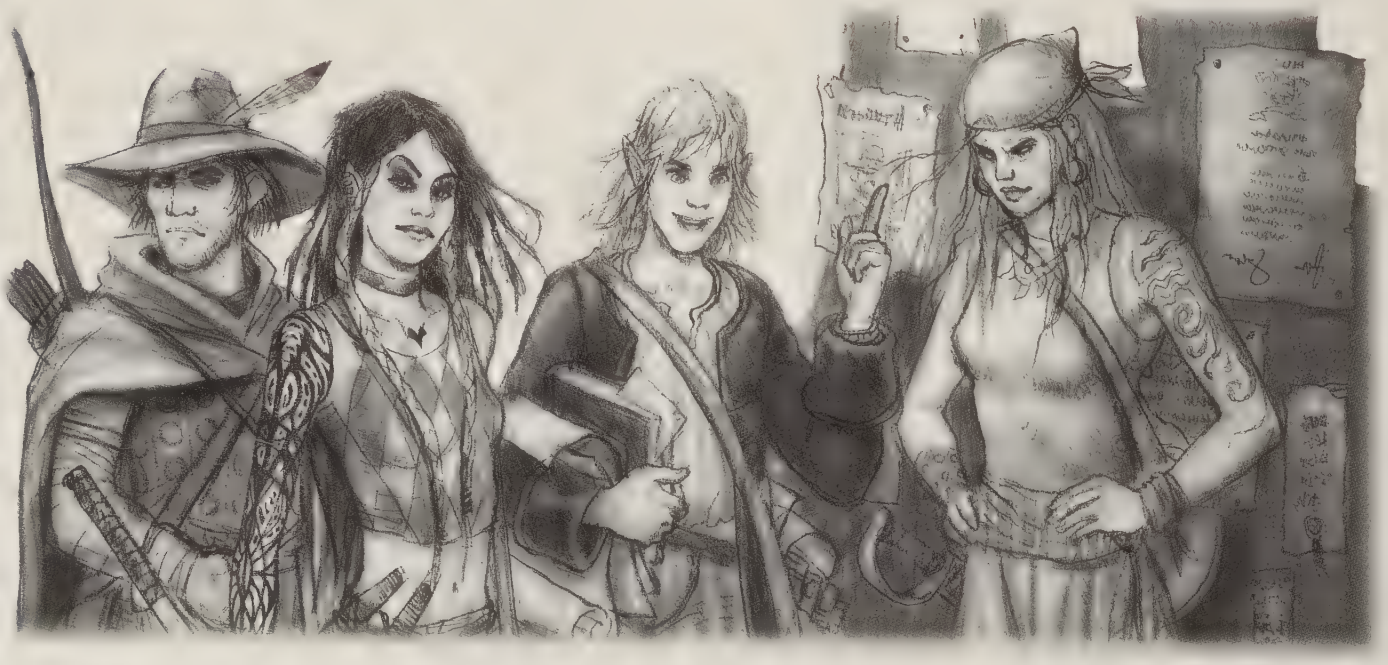
HUMANOCENTRISM

Most grim & perilous campaign worlds are humanocentric, thus Humans are the default Ancestry for players. However, your GM may allow you to create Characters from one of the demihuman Ancestries: Dwarf, Elf, Gnome, Halfling or Ogre. As with other steps of the Character creation process, it is recommended that you discuss other Ancestral implications with your GM. They may have something very different in mind for the kind of story they wish to present.

DEMIHUMANITY

Fantasy role-playing games and novels tend to portray fantasy Ancestries with a homogeneous culture, casting a familiar light over them: Dwarves are squat and dour alcoholics with axes; Elves are tall and androgynous dendrophiles with bows; Gnomes are relentless madmen tinkerers; Halflings are shoeless, voracious pacifists; Ogres are besotted dummies hell-bent on destruction.

While we've retained some of the popular portrayals of each Ancestry, we've added our own spin in hopes that it sparks some ideas to deviate from bog standard portrayal of fantasy Ancestries. However, there are literally hundreds of different personality types, physical and psychological traits amongst our own species; the same should be said of any fantasy Ancestry in **ZWEIHÄNDER**. Regional or cultural distinctions will be covered under Ancestral Traits within the reading below.



DETERMINE YOUR ANCESTRY

As mentioned before, Humans are the default Ancestry for starting players. Providing your GM is open to allowing demihuman Ancestries into their campaign world, you may randomly generate a different Ancestry by rolling D100, consulting the table below. Once determined, go to the first page of the Character sheet and record your Ancestry.

ANCESTRAL MODIFIERS: Every Ancestry has unique strengths and weaknesses within their mental and physical make-up, which may have been carried down from a common ancestral strength, bred within their family over generations. Simply put, each Ancestry receives positive and negative modifiers to certain Primary Attribute Bonuses.

During Character creation, adjust the referenced Primary Attribute Bonus. Specific modifiers follow the description of each Ancestry. You can track these on the first page of your Character Sheet, in the box above where 'Advance' and a number of smaller circles reside.

ANCESTRAL TRAITS

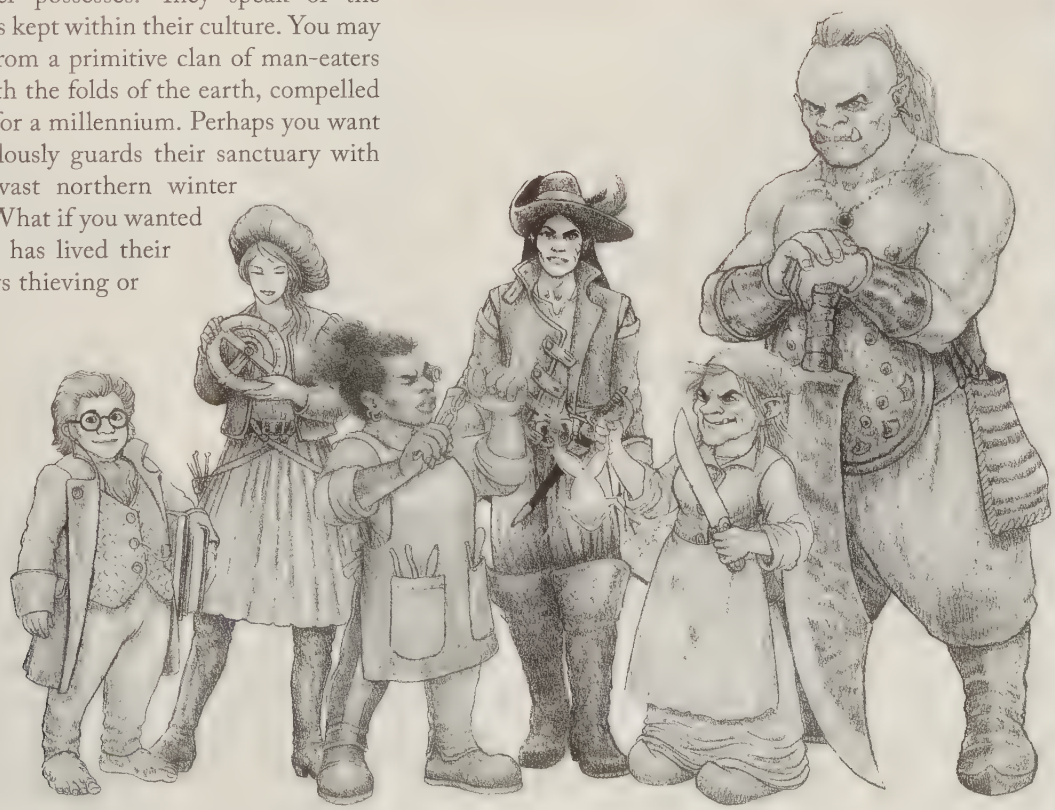
Each Ancestry has its own set of unique features called Ancestral Traits. These cultural distinctions help create differences between the core Ancestries and ethnic diversity within their own species.

In **ZWEIHÄNDER**, not all Elves can see at night and not every Dwarf necessarily is a good craftsman. Ancestral Traits may also inform the philosophies, values and general outlook your Character possesses. They speak of the prejudices and traditions kept within their culture. You may elect to play a Dwarf from a primitive clan of man-eaters or one who lived beneath the folds of the earth, compelled to chip stone and rock for a millennium. Perhaps you want to play an Elf that jealously guards their sanctuary with violence or calls the vast northern winter wasteland their home. What if you wanted to play a Halfling that has lived their life plying the river ways thieving or as a recluse within a xenophobic burg deep in the swamps? Maybe you want to play a Human who's lived in flea-ridden skins as a nomad or one who dwells within a labyrinthine, dirty urban sprawl. Perhaps you want to play an Ogre whose singular dedication to cuisine leads them towards adventure. Myriad cultural and individual variations can be well-represented with Ancestral Traits in **ZWEIHÄNDER**.

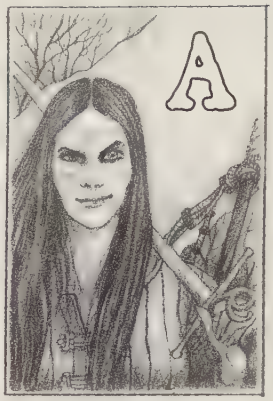
You automatically gain one Ancestral Trait during Character creation that grants a situational bonus. Many Ancestral Traits include a measure of abstraction, and in these cases the GM will act as the final arbiter regarding their use. Randomly generate one Ancestral Trait by rolling D100, consulting the table for your Ancestry. Once determined, go to the first page of the Character sheet and record the Trait and its related benefits.

Finally, it is strongly recommended that you work with your fellow players during this process. You should strive to have different Ancestral Traits from other players, even if you are playing the same Ancestry.

D100	ANCESTRY
1 to 20	Dwarf
21 to 40	Elf
41 to 60	Gnome
61 to 80	Halfling
81 to 100	Ogre



HUMAN



A vast race whose tribes have long splintered, Humans have evolved over an age from primal roots to become the most pervasive and adaptable civilization in the modern world. Humans are a varied lot, marked by differences in language, culture and art. They value reason and intellect, but also reward avarice and opportunism. If there is one shared trait amongst Humans, it is a burning desire to impose their will upon others, often using religion to justify their vicious ideologies. In times of old, it is said that this vainglorious nature brought about a terrible age of suffering and exile when Humankind attempted to exert its power over the gods themselves and failed.

Human society is highly adaptive and intensely political, quickly assimilating the ways of others and providing advancement to the ambitious and the talented. Their societies are dominated by thinkers and tricksters, clerics and charlatans, politicians and provocateurs. They huddle together in walled cities, proclaiming themselves conquerors over the vast wilderness beyond the gates. Their tenacity and expansionism has made humans the most populous Ancestry. It also makes them repugnant in the eyes of most Elves, who often kill Human perpetrators that dare enter their sanctuaries on sight.

ANCESTRAL MODIFIERS

+1 [CB], [IB] & [PB]

-1 [AB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Blessing in Disguise
9 to 16	Danger Sense
17 to 25	Dauntless
26 to 33	Esoteric Memory
34 to 41	Fortune's Wheel
42 to 49	Grim Resolve
50 to 58	Manifest Destiny
59 to 67	Mixed Bloodline
68 to 76	Mountain Amongst Men
77 to 85	Natural Selection
86 to 92	Noble Savage
93 to 100	Seventh Sense

BLESSING IN DISGUISE

It is said that Humans have been watched over by a god who favors them above all other Ancestries. But perhaps this blessing represents the attentions of Abyssal fiends acting of their own accord, waiting to turn you into a thrall once your fate runs dry.

Effect: Whenever the time calls for you to suffer a debilitating Injury or face death, you may alternatively gain 1 permanent Chaos Rank (instead of spending a Fate Point) to ignore it entirely.

DANGER SENSE

A rare few Humans tend to get a "funny feeling" whenever a situation may turn dangerous. This danger sense also leads to odd dreams, and sometimes plagues them with unusual visions during their waking hours.

Effect: Whenever you are Surprised, spend one Fortune Point to avoid it and take your Turn as normal.

DAUNTLESS

Humans' sheer force of will helps them withstand many challenges. Rarely do they cross the threshold to fear and darkness, as their stalwart nature shields them from the horrors that surround them.

Effect: You are immune to the effects of the Intimidate Skill and cannot be Stunned or Knocked Out!

ESOTERIC MEMORY

Some Humans have a preternatural ability for remembering details and subconsciously committing things to memory. They may even develop odd rituals to help jog their memories. A scholar would say these Humans have an eidetic memory, recalling every detail with great clarity.

Effect: When attempting to recall a particular detail or remember a fact, you always succeed at Scrutinize Tests.

FORTUNE'S WHEEL

Some Humans are favored by Lady Luck. In a sense, they are her emissaries in an unkind and capricious world, either victims of its accidents or beneficiaries of its boons.

Effect: Anytime you generate a Critical Failure after rolling D100, automatically add one Fortune Point into the Fortune Pool.

GRIM RESOLVE

Humans are extremely durable and their force of will unparalleled. When the chips are down, they manage to pull themselves up by the bootstraps.

Effect: Immediately after you suffer Damage from a melee or ranged weapon, spend a Fortune Point to ignore it entirely, therefore negating both Damage and any Injuries you may have suffered. You may even use this after failing to Dodge or Parry.

MANIFEST DESTINY

Humans are a quick study and carry with them a wealth of experiences. Unlike other Ancestries, their people are extremely adaptable and can use a number of techniques with a minimal level of understanding.

Effect: When using a Skill you do not possess Skill Ranks in, add a +5 Base Chance.

MIXED BLOODLINE

One of your Human ancestors or parents coupled with another Ancestry and passed elements of this bloodline down to their children.

Effect: Randomly generate another Ancestry other than your own. Whichever you end up with, consider possible alterations to your appearance and cultural values. Should you share Dwarven heritage, you may have a mercurial disposition. If sharing Elven heritage, you may fly into fey rages when things don't go your way. If sharing Gnome heritage, you may like to break things apart in hopes of learning how they work. If sharing Halfling heritage, you may exhibit an insatiable appetite for larceny. Finally, if sharing Ogre heritage, you may possess a predilection towards eating every morsel you can get your grubby mitts on.

Randomly generate your Mixed Bloodline by rolling D100, consulting the Ancestral table on *Step III: Sex & Ancestry*. As a result, you may randomly determine another Ancestral Trait outside of the Human's Mixed Bloodline. Once determined, go to the first page of the Character sheet and record your Mixed Bloodline under Background and record your new Ancestral Trait.

MOUNTAIN AMONGST MEN

Some Humans are incredibly tall, towering over their own kind. Being a hulking brute may have negative social consequences, as they are oftentimes perceived as being clumsy, dunderheaded or somewhat terrifying. Are these assertions correct? You decide.

Effect: You are able to wield any two-handed melee weapon with one hand. This also means you may freely take advantage of the Adaptable Quality for weapons using only one hand. Finally, you will reference "91 to 100" on the Height table and will have a Husky build on the Build table.

NATURAL SELECTION

Favored above all others, Humans are the living instruments of the gods. A thankless few are granted an inkling of their might. To those born beneath the right stars, a great blessing is bestowed.

Effect: You may permanently change any one Primary Attribute to a 55%.

NOBLE SAVAGE

Whether through purposeful training or accident, Humans have developed a natural resistance to the elements.

Effect: You never suffer physical Peril as a result of failed Toughness Tests.

SEVENTH SENSE

Some Humans possess an unusual mutation, allowing them to visualize scents in the air. They can envision odors in the air as if they were comprised of blurry, colored light. As a result, they may be prone to allergies as the seasons change or sensitive to changes in light.

Effect: Using your sense of smell to track others, you always succeed at Survival Tests.

DWARF

Proud but insular, Dwarves possess a dour mien and are an incredibly obstinate race. They have a singular, compulsive need to understand the inner workings of all things. This desire extends into an intense yearning for unbridled perfection. Because of this, Dwarves take great pains in their craftsmanship, laboring for weeks over the smallest of trinkets. It is because of this singular dedication that Dwarves often display a mercurial disposition. It also explains the tendency to binge drink when their work is complete, as the frazzled Dwarf is momentarily freed from the hold of their inner muse. Forever consumed by complex tasks, Dwarves are also notoriously unhygienic, allowing their matted beards to grow to such great lengths that they must tuck them into their belts. Amongst their families, called Clans, there is a deep fascination with the length of one's beard (beer-soaked as it may be), for it is a respected symbol of tireless dedication.

Dwarves are not warlike by nature, but their endless pursuit of perfection makes them ideal soldiers. Those Dwarves who feel compelled to pursue a life of warfare bear particularly contemptuous grudges against foes who exhibit a shameful lack of drive and focus. Their tireless concern over seemingly petty matters makes Dwarves the butt of many japes, thus giving birth to many popular stereotypes concerning their lack of personality, dulled insight and austere resolve. Orange mohawks, tattoos that look akin to the scribbling of a madman and two massive axes to grind are amongst the most common of these images.

ANCESTRAL MODIFIERS

+1 [BB], [CB] & [WB]

-1 [AB], [FB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Cavesight
9 to 16	Children of the Earth
17 to 25	Consume Alcohol
26 to 33	Dwarven Warfare
34 to 41	Grudgebearer
42 to 49	Ironclad
50 to 58	Oathkeeper
59 to 67	Physical Prowess
68 to 76	Rune-marked Glory
77 to 85	Stentorian Voice
86 to 92	Stoneheaded
93 to 100	Strength of the Mountain

CAVESIGHT

Dwarves senses are attuned to the earth below. Using a combination of sounds and acoustic wayfinding, they can see in complete darkness as if it were perfectly illuminated.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to hear.

CHILDREN OF THE EARTH

Dwarves have an almost magnetic pull toward the earth. This, combined with a lower center of gravity, makes a Dwarf nigh impossible to topple. This obstinacy is unmatched, save for the fact that the mountain does not bend to the wishes of the wind.

Effect: You can never be forced off your feet or knocked Prone onto the ground by the elements, your enemies or even Magick. Finally, you will have a Corpulent build on the Build table.

CONSUME ALCOHOL

Dwarves possess an unusually high resistance to the poisonous effects of alcohol and tobacco. But the stink of these vices cling to their clothes and breath, marking them less desired among the well-landed.

Effect: While Intoxicated, you never suffer from the negative effects associated with this condition. You can learn more about Intoxication in **Chapter 9: Hazards & Healing**.

DWARVEN WARFARE

Dwarves use their lower center of gravity to drive cold steel into their opponent, crushing armor and shattering bones beneath its impact. Coupled with familiarity of stone-cutting and wood-splitting tools, it makes Dwarves incredibly efficient when defending themselves.

Effect: When wielding any two-handed melee weapon using both hands, any attempt to Parry automatically succeeds (providing you have the Action Points to spend).

GRUDGEBEARER

Dwarves harbor ancestral hatred, bringing violence upon hated enemies. Perceived grievances – both real and imagined – and general bigotry fuel this rage.

Effect: Whenever you use Fury Dice to determine weapon Damage, they explode on face '5-6'. You can learn more about how Fury Dice affects Damage in **Chapter 8: Combat**.

IRONCLAD

Dwarves have an incredibly stalwart physique, sleeping and eating daily in their armor.

Effect: When wearing a suit of armor, ignore its Encumbrance Value.

OATHKEEPER

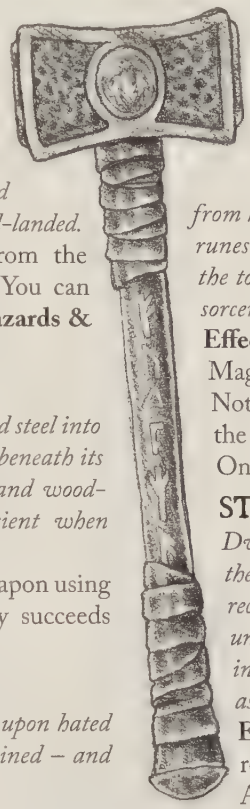
Like their forefathers, Dwarves have become the bearers of ancient trade secrets. Renowned as master builders, their craft has been perfected over the ages. They jealously guard the secrets of their work, passing these ancient rituals to their children. But as their fingers are the size of blood sausages and calloused, most Dwarves find it difficult to work with things smaller than their hands. A rare few possess this gift, unlikely to share its secrets with others outside of their clan.

Effect: All armor, shields and weapons you forge with the Tradecraft Skill automatically gains the Castle-forged Quality.

PHYSICAL PROWESS

Dwarves are naturally athletic, excelling at feats most normal people could never hope to achieve. Barrel-chested and powerfully muscled, they have an excellent physique and constantly train to maintain peak fitness. But when in private company, they enjoy binge eating on pies, sausages and blood pudding.

Effect: Reference either your [BB] or [AB] when determining Movement. Additionally, you may substitute Athletics in place of Coordination when Dodging ranged weapons. Finally, you will have a Husky build on the Build table.



RUNE-MARKED GLORY

Sage and arcane, all Dwarves know their runes. They mark keepsakes, armor and weapons with chalk and ink, telling of an ancient, forgotten glory that came before them. Some even tattoo themselves from head to toe in these arcane symbols of might. Yet, these runes speak to an eldritch power, girding their body against the touch of cold steel and their mind against the effects of sorcery.

Effect: Whenever you suffer Damage or Peril from Magick, spend a Fortune Point to ignore it entirely. Note that this does not alleviate any additional effects the Magick spell may also cause (such as being caught On Fire or knocked Prone).

STENTORIAN VOICE

Dwarves have a loud and booming voice, and when they speak, others listen. They break out in song often, recounting tales of vendettas, unending turmoil and unresolved grievances towards other races. It can become incredibly annoying to their non-Dwarven comrades, as they must put up with their inability to hold a tune.

Effect: Whenever you use Fellowship-based Skills, refer to either your Brawn or Fellowship Primary Attribute (whichever is highest).

STONEHEADED

Dwarves are stern and taciturn, unyielding to manipulation. Born with an innate ability to see through Magickal deception and trickery, their mind is unyielding. Changing their perception is incredibly difficult, as they are stubborn in belief and pragmatic in nature.

Effect: You are immune to Magick which may control your mind and see through illusions without fail.

STRENGTH OF THE MOUNTAIN

Dwarves can perform incredible feats of stamina. They claim that even the smallest runt of their clans can haul a hogshead of mead without breaking a sweat.

Effect: Any Skill Rank you acquire that relies on the Brawn Primary Attribute modifies your Base Chance by +15, instead of +10.

ELF

Fey and haughty, Elves believe they were created in the image of the gods and seek to isolate themselves in families (called a Kindred) from the company of other pitiably inferior races. The feeling is often mutual among these other races, who classify Elves into two distinct camps: louche and supercilious or edgy and dismissive. Avid connoisseurs, there is no doubt that Elves are particularly disdainful of those who do not apply the same exacting standards in their own choices. Standing in imperious opposition to the long-bearded folk who dwell below the earth, Elves reside in the magnificent beauty of sanctuaries far removed from other civilizations.

Perhaps there is some truth to the divine origin of Elves, for they uniformly appear ageless. There are many examples of Elves whose years span several Human lifetimes, and it is even believed that some have attained true immortality. Not surprisingly, Elven longevity is often stunted by the gripping reality of a merciless world. Elves who have left their Kindred by choice or forced exile often fall victim to an eternal grief, doomed to dwell among the crude masses of the 'lesser folk'. Life is particularly cruel to these exiles, who often find themselves enslaved by pompous merchant-princes and paraded about as curiosities in some personal menagerie. But in others, it manifests into cold neutrality as these Elven outcasts strike out as mercenary freebooters. They are often provoked by even the simplest of informalities or inconveniences, flying into a furious rage against all save their own.

ANCESTRAL MODIFIERS

+1 [AB], [PB] & [IB]

-1 [BB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Bewitching
9 to 16	Beyond the Veil
17 to 25	Deadly Aim
26 to 33	Enduring Mortality
34 to 41	Fey Treachery
42 to 49	Firstborn
50 to 58	Kindred Warband
59 to 67	Lament of the Ages
68 to 76	Meditative Healing
77 to 85	Nature's Own
86 to 92	Nighteyes
93 to 100	Warrior's Tattoo

BEWITCHING

Elves are striking to behold and others have a difficult time concentrating on anything else but their beauty. Often fashion conscious, their clothing is striking and evocative, liberal with its use of lace and high of collar. But beneath this veneer lies an insidious and alien power to bend people to their whim.

Effect: Whenever you cast Magick to control minds or use the Charm Skill on others, foes must flip their results to fail to Resist its effects. However, this only works if your foe can both see and hear you.

BEYOND THE VEIL

Elves share a significant link with powers beyond mortal kith and kin and can manipulate them to their will. But, they have slowly fallen prey to the mind-bending warp and weft of the world beyond.

Effect: Whenever you fail or Critically Fail an Incantation Test, spend one Fortune Point to turn it into a Critical Success.

DEADLY AIM

The world around Elves seems to fade to a blur as they fire their bows, striking between the chinks in their foe's armor with perfection. They may pridefully (and purposefully) blind one eye with a bandana to illustrate their skills… or should they grow insane, gouge it out entirely with a spoon to prove their unyielding dedication.

Effect: Whenever you make an Attack Action or Perilous Stunt using a ranged weapon, foes must flip the results to fail to Dodge, Parry or Resist it.

ENDURING MORTALITY

Although not all Elves are immortal, some still hold that flicker of divinity within their blood, passed down from their Fey ancestry. Their features may change over these long decades, but some Elves never appear neither old nor ugly. Even horrid scars seem to accentuate their youthful and vigorous features. However, you may take upon more 'noble' qualities in appearance, common amongst the elders of your kindred.

Effect: You never suffer the debilitating effects of any Disease, aging or sickness – even by the hand of Magick.

FEY TREACHERY

Some Elven kindred are suspicious and deeply secretive. Like them, you can be capricious and sullen. You are always ready to spring upon interlopers without a second thought.

Effect: Your first successful Attack Action against a foe adds a 1D6 Fury Die to your Damage results. This can be used against multiple foes during combat, taking advantage of your traitorous ways!

FIRSTBORN

The Elves came to this world first, the favored children of nameless gods. Their radiant perfection has been carefully preserved in the histories of your kin through written and oral traditions. This age-long lineage has made your people distant and **fickle**, *but it has also given them insight beyond the Ætheric Veil and nature of the world around them.*

Effect: Whenever learning new Magicks, you always succeed at your Incantation Test. Additionally, you never have to sacrifice Reward Points to finalize the process. You can learn more in **Chapter 10: Grimoire**.

KINDRED WARBAND

Elves can be perceived as being particularly aloof and taciturn, sticking to their own. Contemptible as their disdain towards others may be, it is this preternatural intuition that makes Elves incredibly dangerous when fighting side-by-side.

Effect: When fighting alongside other Elves, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

LAMENT OF THE AGES

Elves live many decades beyond other Ancestries, but this longevity comes at a cost. In time, the petty concerns of the mortal coil weigh too heavily upon many Elves, giving birth to a melancholy that gives way to bouts of unmitigated rage, even nihilism. Others react instinctively to this behavior with great trepidation.

Effect: Whenever combat begins, select one foe. If the foe can clearly see and hear you, they must reduce all Damage they do to you by your [FB].

MEDITATIVE HEALING

Gifted with the kindred's ability to live between the weave of the world, you have learned how to harness an inner power to mend your own wounds.

Effect: Whenever you awaken from a good night's sleep, you move one step up the Damage Condition Track positively. This means that if you were Grievously Wounded, you are now Seriously Wounded instead. Note that this does not 'cure' Injuries.

NATURE'S OWN

Wild Elves have lived amongst the forest, beneath the jungle canopy, atop the highest mountain and even below the earth. With burrs, leaves, mud and the like clinging to their clothing, they emerge unwashed from the wilderness, acknowledging little reason to clean themselves up for civilized company.

Effect: You leave no trace of your passing in rural areas or above ground, unless discovered by Magick or a Critically Succeeded Awareness Test.

NIGHTEYES

Although Elves are not able to see completely in the dark, they can see clearly in the dim light of stars. It's evident that you're an Elf when in these conditions, as your eyes tend to flash with their own light like an animal's. This is the first sign of chaos made manifest in the Elven Ancestry. It is enough to drive dim-witted peasants to demand that "the demon be hung by their neck until the lights go out".

Effect: You can see completely in the dark above ground as if it were full daylight, provided there is starlight or moonlight in the sky.

WARRIOR'S TATTOO

Intricate knots of indigo ink are painted or tattooed upon the bodies of Elven warriors, symbols of their might and prowess. Elves revel in this heritage, empowered by the victories they tell. But these same symbols make it incredibly difficult to get a job in a respectable winesink, as everyone knows the tattooed cannot be trusted with the cash till.

Effect: Add the Punishing Quality to any Martial Melee or Martial Ranged weapon you wield, and +1 to Total Damage with these same weapons.

GNOME

Gruesome in appearance and short-tempered in their behavior, Gnomes are a notoriously unsympathetic people. They seem to have a chip on both shoulders; one against their Dwarven neighbors for being absolute bores and the other against Elves for being pompous 'louchebags'. In fact, it is suggested – mostly in a derogatory way - that Gnomes are the byproduct of the two aforementioned races' carnal desires. Gnomes scoff at the notion, and have been known to take to fisticuffs when such insinuations are made. By and large, Gnomes are not well-liked by any race outside of their own. Marriage is rare and their families are small. Offspring are often treated as chattel to be put to work, and love is rarely a factor when it comes to coupling. Children of such unions, should they prove to be useless, are abandoned to the forest. The only reason some Gnomes wed is to erase some great shame upon themselves, forced to make amends by marrying themselves into families they've greatly offended. It's not to say that some couples have not grown a certain fondness for one another (for misery loves company), but mutual disgust rarely creates a productive relationship. Siblings are treated worse still, seen as bitter rivals or treacherous enemies.

Gnomes are gifted, however, with a singular expertise in tinkering. This insight is likely inspired by the spark their Elven ancestors squirted into the bellies of Dwarven mothers who gave birth to the first Gnomes. But don't say it to their face. You're likely to plunge them into a tirade of misery, self-loathing and abhorrence for all that is fair or acceptable, short-sighted as they are.

ANCESTRAL MODIFIERS

+1 [AB], [IB] & [WB]

-1 [BB], [CB] & [FB]

D100	ANCESTRAL TRAIT
1 to 8	Clockworks of War
9 to 16	Crag Fighting
17 to 25	Denizen of Stone
26 to 33	Dungeons Deep
34 to 41	Escape Artist
42 to 49	Goldbergian
50 to 58	Hocus Pocus
59 to 67	Metrognome
68 to 76	Thieving Stunties
77 to 85	Tunnel Vision
86 to 92	Underfoot
93 to 100	Wretched Prankster

CLOCKWORKS OF WAR

Telescoping muzzles, switchblade-style two-handed swords, cog-driven crossbows and folding axes are only the tip of the iceberg of what can be accomplished by modifying implements of war.

Effect: Provided you have the appropriate tools, any two-handed weapon can be modified into a compact one-handed version (which only you can wield). Despite being one-handed, it retains its original function, but now has an Encumbrance of 1.

CRAG FIGHTING

Living amongst the hills and mountains, Gnomes have adopted a particular edge in combat. Using subterfuge and guile, you cleverly outpace foes using guerilla strike tactics.

Effect: You may Maneuver after any Melee Attack for 0 Action Points.

DENIZEN OF STONE

Whenever Gnomes go to sleep, it is whispered that they turn to stone. While this seems like a wild tale, there seems to be some truth to it. Their skin oft turns a shade of grey as they rest as if all the blood had been drained from their veins!

Effect: You are never left Helpless for any reason, and thus cannot be made victim to a *coup de grâce*: your skin is turned entirely to stone as a preternatural defense mechanism whenever you're Helpless.

DUNGEONS DEEP

Gnomes are not a prodigious people. In fact, finding a living, breathing Gnome below ground is rare indeed. They pass soundlessly throughout the caverns below the earth, roaming the 'under dark' in solitude. Besides, who would go looking after this much-maligned race of people in the first place?

Effect: You leave no trace of your passing in underground areas or caves whatsoever, unless discovered by Magick or at a Critically Successful Awareness Test.

ESCAPE ARTIST

Gnomes are wheedling and conniving. They cannot easily be caught or detained by the law.

Effect: You can never be caught in a Chokehold and may flip the results to succeed at Coordination Tests to slip through bonds and other situations which may detain you from moving.

GOLDBERGIAN

From devising mouse trap-styled children's games to the chain-reactive devices that oscillate endlessly in your workshop, you have created a number of deliberately over-engineered machines in your time. You apply this same creative genius towards many of the professional arts, albeit at the cost of being seen as a madman.

Effect: Any Skill Rank you gain in Alchemy, Counterfeit, Skulduggery and Tradecraft modifies your Base Chance by +15, instead of +10.

HOCUS POCUS

Gnomes have a penchant for manifesting sorcerous falsehoods which cannot be ignored.

Effect: Whenever a foe fails to Resist your Magicks, they Critically Fail instead.

METROGNOME

You are downright obsessive and clockwork-like in your mannerisms. Little imperfections are simply unacceptable, so meticulous and measured are your hands whenever you craft.

Effect: All trappings you craft (with exception to armor, shields and weapons) are always best-in-class, raising its resale value three times the listed price as in **Chapter 7: Trappings**.

THIEVING STUNTIES

These Gnomes are a hair shorter than their kin. They find it easy to hide in gardens, particularly because they have a propensity to wear red caps and fake white beards!

Effect: Foes must flip their results to fail all Attack Actions or Perilous Stunts made with ranged weapons against you. However, you cannot wield two-handed weapons, carry a shield and must reduce your Movement by 3. Finally, you will reference "1 to 10" on the Height table and will have a Frail build on the Build table.

TUNNEL VISION

Like their Dwarven cousins, Gnomes have especially-attuned senses below the earth. Using a preternatural sense of touch, they can 'feel' their way around the underworld.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to use your hands freely.

UNDERFOOT

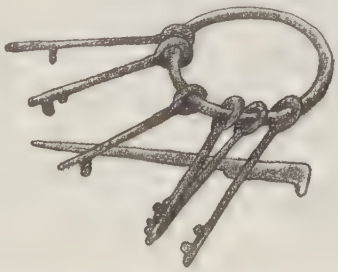
Living below the world in a burrow has made Gnome backs crooked. Because of this, they hobble around like old men, not necessarily dawdling, but quickly scurrying about, beneath the line of sight for most folk.

Effect: Add +3 to your Initiative.

WRETCHED PRANKSTER

Poking fun at their personal flaws and faults in their armor, you annoy your foes to the point of weakness.

Effect: At your discretion, you may use your Guile Skill to both Dodge and Parry.



HALFLING

Affable and friendly, these 'little people' live in great pastoral communities called moots, amongst the vast beauty of the countryside. Spry and vigorous in appearance, the Halflings remind people of children – albeit grown and intelligent children – that choose to live in harmony with other races. They act as stewards to the land, working to provide for the community first and the individual last. They have no qualms about welcoming outsiders, establishing coaching stations and eateries that cater exclusively to Humans and Elves. They even have some friendly attitudes toward Ogres, as their shared love for eating makes them unlikely bedfellows. Halflings take pride in their shrewd, but fair bargaining skills, a reputation that follows them in civilized lands.

For all of their apparent friendliness, Halflings are truly opportunistic, plying trust into a life of petty thievery against those they deem easy marks. It is said that there is no better burglar than a Halfling. Beware the polite Halfling urchin who claims to be a mere chimneysweep!

ANCESTRAL MODIFIERS

- +1 [AB], [FB] & [PB]
- -1 [BB], [CB] & [IB]

D100	ANCESTRAL TRAIT
1 to 8	Beguiler
9 to 16	Cat-like Reflexes
17 to 25	Craven
26 to 33	Farsight
34 to 41	Fettered Chaos
42 to 49	Fieldwarden
50 to 58	Fleet-footed
59 to 67	Hijinks
68 to 76	Kleptomania
77 to 85	Low Blow
86 to 92	Memento
93 to 100	Pintsized

BEGUILER

Halfling lies are hard to tell from truth, and you can use this to your advantage. With a string of insults and chiding, you infuriate and distract your opponent.

Effect: Reference either your [FB] or [BB] for the purposes of determining Damage Threshold. Additionally, you may substitute Guile in place of any Combat-based Skill when Parrying attacks.

CAT-LIKE REFLEXES

Some say that Halflings are watched over by Abyssal demons. Those with this affectation are oftentimes shadowed by a black cat or have it as a beloved pet, 'found' at their doorstep as a kitten.

Effect: Whenever you fall, you may spend one Fortune Point to avoid Damage. In this case, you land on your feet, apparently unharmed. You can learn more about falling in **Chapter 9: Hazards & Healing**.

CRAVEN

Some Halflings are almost laughably faint-hearted, ready to bolt at a moment's notice. Cowardice has its place, particularly when a Halfling ne'er-do-well wishes to keep their hide intact.

Effect: You may flip the results to succeed at Combat-based Skill Tests to Parry attacks made with melee weapons.

FARSIGHT

Whether Halflings are searching for something the size of a dormouse or making out the details of a coach laden with riches, they can clearly discern the smallest of details from half a mile away. But, should you try to exercise this ability without proper lighting, this sight become as useless as perfumery to a hog.

Effect: When attempting to discern minute details with your vision, you always succeed at Awareness Tests.

FETTERED CHAOS

The Halfling Ancestry is incredibly resilient despite its less than imposing physique. They illustrate an inexorable spiritual resistance towards the lure of Corruption and madness, a blessing given to them by their maker.

Effect: Whenever you suffer Corruption, decrease the number you gain by three (to a minimum of one). This means that if you suffer 6 Corruption, you gain 3 instead.

FIELDWARDEN

Halfling women and men are taught at a young age to wield an array of weapons to defend themselves and their homeland. When so armed, Halflings can unleash a devastating storm of death upon their enemies.

Effect: Ignore the Weak Quality of all ranged weapons you wield.

FLEET-FOOTED

In tense situations, Halflings hop madly like rabbits, being remarkably fast on their feet. This is particularly fortunate when they need to tuck and roll when attacked, but does absolutely no good when a Halfling needs to hike from one end of the shire to the mouth of a far-flung volcano.

Effect: Whenever you Charge or Run, add +6 yards to Movement.

HIJINKS

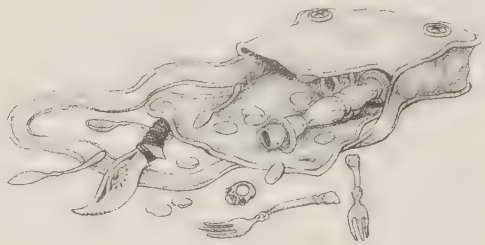
Sly in their ways, Halflings use their vexing mannerisms and general under-footedness to confound the tall folk. These pranks are meant to annoy, as Halflings love to make others an ass to their japes.

Effect: Whenever you suffer Damage from a melee weapon, spend a Fortune Point to ignore it entirely.

KLEPTOMANIA

Halflings are gifted with the ability to use illusion and sleight of hand tricks to make things disappear. Their hands may wander off on their own to nick things, only to realize later they find something stuffed in their pocket that wasn't there before!

Effect: Whenever you are in a pinch and need one object that could realistically fit into your pocket, spend one Fortune Point to automatically find it within. For instance, you could use this to produce a single silver shilling (ss) from your pockets, but not several silver shillings (ss) without spending an equal number of Fortune Points.



LOW BLOW

When cornered, a Halfling will resort to nasty tricks to fell a foe. Menfolk are known to gasp in horror whenever they bear witness to this heinous (and deliberately) painful tactic.

Effect: Whenever you make a successful Melee Attack, you force a foe to Resist a Stunning Blow. You must be Engaged with a foe in order to use a Low Blow.

MEMENTO

Most Halfling toddlers are given a precious keepsake to cherish. Typically, this is a bauble, cameo, necklace or ring – something Halflings can hold close to their hearts. This memento brings comfort and solace in the face of danger. However, other Halfling pickpockets may covet this treasure for themselves.

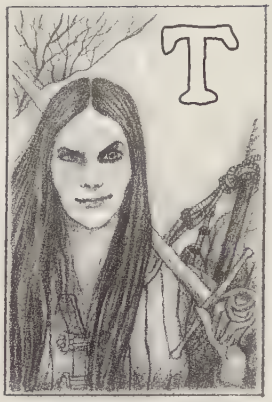
Effect: When carrying your memento, your Disorder's effects may be temporarily ignored for 24 hours by spending a Fortune Point. In special cases, at the GM's discretion, it may be given to another to confer its benefits.

PINTSIZED

Some Halflings, often mistaken for small children, are born a head shorter than their kinfolk. They are sometimes dubbed as pygmies or other derogatory terms born from ignorance.

Effect: Foes must flip their results to fail all Attack Actions or Perilous Stunts made with ranged weapons against you. However, you cannot wield two-handed weapons, carry a shield and must reduce your Movement by 3. Finally, you will reference "1 to 10" on the Height table and will have a Frail build on the Build table.

OGRE



The vast majority of Ogres are wandering mercenaries, people without a home whose only desires are coin and food. These strangely obtuse Humanoids give off the appearance of idiocy due to their large stature, low foreheads and jutting jawlines, but they are surprisingly smart and spiritual. Ogres are totally incorrigible, however – they are violent, boastful, clumsy, given to drunkenness and filled with greed. They harbor little sympathy for others, as they always look for an edge or a profit in their interactions with others. Their ragged clothes are composed of the scraps from defeated enemies, their rusted weapons worn with heavy use and their belts lined with dismembered Mutant heads. Ogres are individualistic and often do not like associating with other Ogres, but they do respect strength and will deal with anyone who shows even a hint of it. Some Ogres have curiously joined with Halfling society, sharing in their insatiable taste for food. However, an endless *smörgåsbord* of Halfling cookery rarely slakes their hunger for humanoid sweetmeats.

Ogres will adventure with strong companions who show their worth – they have no tolerance for weaklings and will often devour those they see as holding them back. It is also quite dangerous to try and deceive an Ogre, especially a hungry one – if they do not receive their fair share of the loot, a few fingers or even a whole hand will find a new home in their massive gullets.

RACIAL MODIFIERS

- +2 [BB] & +1 [CB]
- -2 [AB] & -1 [PB]

D100	ANCESTRAL TRAIT
1 to 8	Broad-bellied
9 to 16	Cast Iron Stomach
17 to 25	Cruisin' For A Bruisin'
26 to 33	Frightening Bellow
34 to 41	Gut-Plate
42 to 49	Hunger Pangs
50 to 58	Mighty Thews
59 to 67	Odd Couple
68 to 76	Rotgut Spray
77 to 85	Slamdance
86 to 92	Thick Lining
93 to 100	Wendigo

BROAD-BELLIED

Your staggering girth has gifted you with the ability to haul anything without breaking a sweat. Unfortunately, it also means that every Halfling you meet wants you to help them move from their old hovel to a new one.

Effect: You entirely ignore the effects of Overage, unless the value is in excess of two times your Initiative or Movement.

CAST IRON STOMACH

The most important part of an Ogre's biology is their gut. Their heavily muscled bellies contain most of their vital organs. Their stomachs are also monstrously powerful and able to digest nearly anything, a natural mutation resulting from generations of extreme gluttony.

Effect: You can gain sustenance from eating literally anything, including inanimate objects. This protects you from starvation entirely, as described in **Chapter 9: Hazards & Healing**.

CRUISIN' FOR A BRUISIN'

Some Ogres have reaped the full benefits of their omnivorous diets from birth – mother's milk, raw meat, dirt, Elven trinkets, swamp gas, human livers and tears – and are infused with great size and physical potency.

Effect: You may reference either [BB] or [CB] with any melee weapons you wield, including those which possess the Throwing Quality.

FRIGHTENING BELLOW

Ogre lungs are nearly as powerful as Ogre stomachs. Lots of decibels are required to fully celebrate the glory of beheading a foe or gutting a fawn for a tasty treat. This gives them amazing vocal capabilities, letting them rip out massive and terrifying roars as intimidation.

Effect: Whenever you succeed at an Intimidate Test, the foes you intimidated also suffer from Stress. If it is a Critical Success, they suffer from Fear instead.

GUT-PLATE

Your great belly is covered in an outer carapace of bones and muscles. Unfortunately, it makes for an easy target. Fortunately, it protects you from most blows.

Effect: Whenever unarmored, add +2 to your Damage Threshold as if you were wearing a suit of leather armor. You also gain the benefits of the Natural Quality in these cases.

HUNGER PANGS

Ogres often forget their gustatory exploits until faced with extreme situations. Bracing flashbacks of these orgiastic meals are then triggered – mandrake root; rivers of mead; endless heaps of meat!

Effect: Whenever you successfully Resist the effects of Stress, Fear, Terror or other effects that force you to make a Resolve Test, you immediately gain the benefits of one dose of mandrake root. If this is a Critical Success, you gain the benefits of three doses instead. When under Hunger Pang's effects, you do not suffer the drawbacks normally associated with taking mandrake root.

MIGHTY THEWS

Ogres are all massive, but many possess tiny hands. However, a rarer breed has hands in proportion to the rest of their body. These mighty specimens can easily handle turning the spit over a fire on their own.

Effect: You are able to wield any two-handed melee weapon with one hand. This also means you may freely take advantage of the Adaptable Quality for weapons using one hand. Whenever you gain the benefits of the Adaptable Quality, you may add +2 to Total Damage, instead of the normal +1.

ODD COUPLE

Not many trust Ogres, but they have found an unlikely ally in Halflings. Perhaps it is their mutual love of food and alcohol, or even commiseration about being underdogs. Either way, 'civilized' Ogres dwell in Halfling settlements, and their attitude towards each other is more a friendly rivalry than actual pure camaraderie.

Effect: When fighting alongside Halfling allies, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

ROTGUT SPRAY

Ogres have a natural predilection towards drink. Due to their almost furnace-like guts, they can ignite any alcohol they ingest to shoot it back out as a gout of flame. This is both very dangerous and quite entertaining.

Effect: After consuming an entire bottle of rotgut, you can belch it up as flaming breath. Treat this breath as a **bottle bomb**. However, you must immediately make a Toughness Test or become Intoxicated.

SLAMDANCE

By bringing a powerful, hammy fist downwards to crush a foe, they also let fly their flintstone-like feet. This generally puts their enemies right where they want them: on the ground, ready for skewering.

Effect: Whenever you make a successful Stunning Blow, you force a foe to Resist a Takedown as well. You must attack with weapons possessing the Pummeling or Weak Quality to utilize this Talent.

THICK LINING

Butchers, hunters and meal-preparers are some of the most important people in Ogre society. Those whose job it is to slaughter often expose themselves to the deadly natural poisons of tainted meats. Their constant work with natural poisons have made them immune to them, and some even prefer the tangy taste.

Effect: You are immune to Poisons of all types.

WENDIGO

Some Ogres in northern regions have grown protective layers of blubber fat and thick white hair grows in large tufts all over their bodies. These Ogres are often called Wendigo and they are isolationist and even a little xenophobic. However, none are better at navigating cold steppes and tundra.

Effect: You are immune from the effects of Frostbite, and automatically succeed at Toughness Tests to withstand cold weather.

STEP IV: ARCHETYPE & PROFESSION

It's assumed that most Characters have lived a good part of their life toiling, working, spending and praying. An Archetype lays the foundation of how you begin the story and governs how you can grow your Character during the first handful of game sessions. Each of these Archetypes defines in loose terms what role you will play in the group, particularly when considering each other's strengths and weaknesses in Skills and Talents. It also influences what Trappings you begin play with. Finally, it determines what Profession you start out in during the Basic Tier and other suggested Professions you may choose to adopt during Intermediate and Advanced Tiers.

Professions are the hallmark of the **ZWEIHÄNDER** system. They represent people from all walks of life: amorous Troubadours, shrewd Cheapjacks, sweat-drenched Artisans, surly Watchmen, loquacious Courtiers, timid Servants, unctuous Valets, stoic Reeves, austere Adherents, indolent Beggars, swarthy Laborers, fey Hedgewise, bumbling Scholars, wretched Footpads, indifferent Bounty Hunters, unscrupulous Sellswords, felonious Smugglers, corrupt Preachers, enigmatic Diabolists, vociferous Rakes and many, **many** others.

Each Archetype has a list of Professions preceding it, offering many different options for players. Once chosen, it sets the path your Character walks through the Basic Tier. As you continue to grow, you'll spend Reward Points (bonuses earned after each game session) to gain new Primary Attribute Bonuses, Professional Traits, Skills and Talents. When your Character reaches the end of Basic Tier, you'll move into a new Profession (either in your current Archetype or a different Archetype altogether). You may even qualify for an Elite Profession.

DETERMINE YOUR ARCHETYPE

Randomly generate your Archetype by rolling D100, consulting the table below. Once determined, you will then reference the Archetype table to record your starting trappings. Once this is done, determine your first Profession by rolling D100 and consulting the table below each Archetype. Write in your Profession on the first page of your Character sheet.

Droo	ARCHETYPE
1 to 15	Academic
16 to 32	Commoner
33 to 49	Knave
50 to 66	Ranger
67 to 83	Socialite
84 to 100	Warrior

ACADEMIC

Given the privilege of an education, Academics possess formal training in some vocation or another. The tireless pursuit of scholarly or philosophical knowledge drives them. Their natural lust for knowledge leads to interesting adventures, placing these neophytes in dangerous situations which may demand they pick up a sword (or lean upon those more inclined to barbarism) to uncover the hidden mysteries of the world. In some cases, they may serve higher powers as a focus of their divine might or even bend reality to their own devices using sorcery. An Academic may be a sniveling bureaucrat, a wan student of the black arts, a corrupted agent of the court or even a religious maniac.

STARTING TRAPPINGS: Black lotus, bottle of leeches, coin purse, dirk, fine clothing, holy symbol, loose robes, quicksilver, royal water, shoulder bag, smelling salts (3), soft shoes or leather sandals, writing kit and choose one: cudgel *or* staff *or* throwing knives (3) with bandolier.

D100	ACADEMIC PROFESSION
1 to 8	Adherent
9 to 16	Anchorite
17 to 25	Antiquarian
26 to 33	Apothecary
34 to 41	Astrologer
42 to 49	Diabolist
50 to 58	Engineer
59 to 67	Informer
68 to 76	Investigator
77 to 85	Monk
86 to 92	Preacher
93 to 100	Scribe

COMMONER

Commoners are 'salt of the earth', menial folk – the most populous of Archetypes. Though not given to complaining, drudgery and tedium make up the bulk of their work. Hard work and small pay is the hallmark of the Commoner's lot in life. Not entirely underprivileged, their trades earn them an honest living in some fashion or another. Tenacity and extreme superstition are hallmarks of the Commoner. Without them, the wheels of commerce would come to standstill. They are the backbone of society: wenches that populate winesinks, stevedores who work the docks, peddlers who sell their wares in the streets, gong farmers who toil in the sewers and crofters that work the farm and field.

STARTING TRAPPINGS: Bandages (3), bottle bomb, grave root, holy symbol, leather sandals *or* heavy boots, ruck sack, shiv, simple attire, warm vest and choose one: shepherd's sling with sling stones (9) *or* splitting maul *or* threshing flail.

D100	COMMONER PROFESSION
1 to 8	Artisan
9 to 16	Barber Surgeon
17 to 25	Boatman
26 to 33	Camp Follower
34 to 41	Cheapjack
42 to 49	Coachman
50 to 58	Doomsayer
59 to 67	Jailer
68 to 76	Laborer
77 to 85	Peasant
86 to 92	Rat Catcher
93 to 100	Servant

KNAVE

Rogues, scoundrels, the larcenous and other ne'er-do-wells fit this Archetype. The world is rife with their ilk, congregating like flies to dung in criminal associations that ply illicit trades. Mountebanks and fraudsters; one and all. Knaves may pass themselves off as viciously-armed thugs, but don't truly possess the same martial understanding as their Warrior counterparts. Most Knaves understand how to speak "thieves' cant", the peculiar language of the criminal underworld. Others may be simple pickpockets, with the risk of running afoul of the law. Gypsies and roadside buskers fall into this same category as their line of work, although not inherently illegal, requires some measure of guile to make an honest coin. A Knave may be a care-free loner, rebellious scum, a house robber, a snake oil salesman, a pimp or grifter.

STARTING TRAPPINGS: Antivenom, dark clothes *or* tattered rags, folkbane (3), gaff bag, garish attire *or* second-hand attire, holy symbol, lock picks, mantle, soft shoes, stiletto and choose one: blackjack *or* garrote *or* flintlock pistol with gunpowder & shot (6).

D100	KNAVE PROFESSION
1 to 8	Beggar
9 to 16	Burglar
17 to 25	Charlatan
26 to 33	Footpad
34 to 41	Gambler
42 to 49	Graverobber
50 to 58	Guttersnipe
59 to 67	Highwayman
68 to 76	Prostitute
77 to 85	Smuggler
86 to 92	Vagabond
93 to 100	Vigilante

RANGER

Rangers tend to live in the wilderness, far away from the squalor of cramped cities and the buzzing of markets. City living is instead replaced by eking out a harsh existence outside of society, complete with exposure to the weather, contention with wild beasts and warding their lands from interlopers and thieves. However, there is freedom to be had once the trappings of civilized life are cast aside. Many of those who have lived in hermitage have found true enlightenment in the wilderness. Some have taken to the road to make their coin as traders. Others devolve to a more primal state, often appearing no different than the animals they live amongst. Rangers could be barbarians, trappers, muleskinners or even sheriffs that patrol the roads between settlements.

STARTING TRAPPINGS: Animalbane (3), antivenom, backpack, bullwhip, heavy boots, holy symbol, suit of fur/hide armor, survival kit, torches (3), traveling clothes, waterskin, wilderness cloak, wolfsbane and choose one: fire-hardened spear *or* hunting bow with arrows (9) & quiver *or* woodsman's axe.

D100	RANGER PROFESSION
1 to 8	Animal Tamer
9 to 16	Bailiff
17 to 25	Bonepicker
26 to 33	Bounty Hunter
34 to 41	Gamekeeper
42 to 49	Hedgewise
50 to 58	Old Believer
59 to 67	Outrider
68 to 76	Pilgrim
77 to 85	Reeve
86 to 92	Slayer
93 to 100	Trapper

SOCIALITE

The Socialite uses their self-import and notoriety to get ahead in this world. Should they lack credibility, they substitute by putting on airs, manipulating others with smooth words and trickery to get ahead. Their shield of reputation, whether perceived or real, is most important to them. Garish costumes, foppish mannerisms and lilting accents dominate their social circles. Graft, lies and subtlety are their watchwords, conniving with only those who possess (and may impart) real power. And when the chips are down? Most Socialites keep hired knives in their employ to take care of their dirty work… or simply do it themselves through seduction or poison. Socialites may be debutantes, political firebrands, minstrels, spies or even streetwise entertainers.

STARTING TRAPPINGS: Coin purse, fancy shoes, fashionable clothing, foppish hat, holy symbol, knuckleduster, mandrake root (3), mantle, neck ruff, shoulder bag, writing kit and choose one: throwing knives (3) with bandolier *or* rapier *or* walking cane (as improvised hand weapon).

D100	SOCIALITE PROFESSION
1 to 8	Anarchist
9 to 16	Courtier
17 to 25	Cultist
26 to 33	Entertainer
34 to 41	Envoy
42 to 49	Fop
50 to 58	Jester
59 to 67	Provocateur
68 to 76	Racketeer
77 to 85	Raconteur
86 to 92	Rake
93 to 100	Valet

WARRIOR

Occupying the military caste of society, the Warrior stands alone, world-weary while employing violence as a means to an end. Whether formally trained within a military academy, amongst a militia or even self-taught, Warriors are unparalleled in their practice in the art of war. Standing above their peers, they are the makings of myth and legend, one swing of the axe at a time. Despite this, not all Warriors fight for what's just and true. Some make their living as hired swords or even turn to brigandry. A life of violence tends to lead to great fortune, and Warriors best fill this niche. Warriors may manifest as an intrepid peasant hero, a loyal retainer, a professional mercenary-for-hire, a frightened soldier or a doughty protector of the weak..

STARTING TRAPPINGS: Fire-hardened spear, heavy boots, lantern, laudanum (3), military attire, oil pot, red cap mushrooms, rucksack, suit of leather armor, tincture (3), wooden shield and choose one: arbalest crossbow with bolts (9) & quiver *or* mortuary sword *or* pike.

D100	WARRIOR PROFESSION
1 to 8	Berserker
9 to 16	Bravo
17 to 25	Buccaneer
26 to 33	Dragoon
34 to 41	Hedge Knight
42 to 49	Man-At-Arms
50 to 58	Militiaman
59 to 67	Pit Fighter
68 to 76	Pugilist
77 to 85	Sellsword
86 to 92	Squire
93 to 100	Watchman

MOLDING YOUR PROFESSION

When you imagine your Character, how do you see them? Are you a despicable cur who relies on imposing stature to mask insecurities? Perhaps you're a grifter in fool's clothing, using tomfoolery to conceal selfish intentions? Maybe you're a jaded protagonist who has been through the crucible and is haunted by a terrible past? Perhaps you're an ambassador who is terribly bigoted against those with whom he parlays? Maybe you want to create an all-knowing sage with crippling social anxiety? What if you want to be a streetwise rake who is wildly charismatic, but will abandon their friends at the drop of a hat? There are limitless paths you can explore in the gritty and dark world of any **ZWEIHÄNDER** game.

With the vast number of Professions, sometimes your selection may seem at odds with the other players' choices. After all, why exactly would a lawfully-minded Reeve elect to rub shoulders with the criminal predilections of a Burglar? Shared hardship can sometimes make for strange bedfellows, cultivating camaraderie in the face of adversity (and diversity). These meta-plots are handled by the GM, cleverly devised to bring together a motley crew of miscreants and the upstanding towards a shared goal. While the motivation to join forces during the Character creation process may not be entirely clear, the reasons will become more apparent as the adventure unfolds for you and other players. Keep an open mind, but don't cast aside the precepts of your Character's starting Profession to simply get along with the group. These subtle but sometimes obvious differences can lead to interesting developments in Character relationships. An odd mix of Professions creates powerful, lasting stories that will reverberate throughout the campaign world and beyond the game table.

Often in role-playing games, players will select a personality type or allocate ability scores in a way that is already familiar or representative of a Character they have played in another role-playing game. Challenge yourself as a role-player, step outside of your comfort zone and think about other options. It is important to approach any role-playing game with a fresh perspective, particularly for players who also GM. It can help you create new and interesting personalities, drawing from these new experiences as a player. Making these sort of decisions as a GM helps you become more well-rounded, whereas making these choices as a player allows you to become a stronger role-player yourself – particularly if you want to GM your own **ZWEIHÄNDER** game!

STEP V: SECONDARY ATTRIBUTES

Each Character possesses Secondary Attributes. Secondary Attributes focus on in-combat statistics, relying on your Primary Attribute Bonuses as a baseline. A combination of these Characteristics determine how much you can haul comfortably in a fight, how quickly you react to danger, how fast you move, how many hits you can take before dying and how much strain you can sustain before passing out.

PERIL THRESHOLD

Psychological stress, road fatigue, exposure to environmental elements, terror invoked by terrible creatures, intimidation, emotional fear, social shame and the effects of narcotics psychologically harm Characters with short-term effects. This temporary physical or mental trauma is called Peril. A Character's Peril Threshold represents how much anxiety and weariness they can withstand before suffering penalties to their Skill Tests. Fortunately, the more willful and resolute a Character is, the better their resistance to Peril.

Each step of the Peril Condition Track illustrates how distracted a Character is. Whenever a Character suffers Peril that exceeds Peril Threshold, they move a number of steps down the Peril Condition Track negatively. The further down the track a Character goes, the more likely they are to temporarily 'forget' some of their training in Skills as the pressure rises. Peril Threshold changes as your Willpower grows over your Basic, Intermediate and Advanced Tiers. Determine your base Peril Threshold by adding 3 + your [WB] and any modifier a Talent, Trait or Magick may add. Each additional 'step' of Peril Threshold is also noted on the Character sheet as (Peril Threshold+6); (Peril Threshold+12); and (Peril Threshold+18). For example, if Peril Threshold is 10, it is recorded on a Character sheet as such: 10 (16/22/28). Go to the first page of the Character sheet and record your Peril Threshold values. You can learn more about each step along the Peril Condition Track in **Chapter 9: Hazards & Healing**.

DAMAGE THRESHOLD

The ability to withstand pain is paramount in a fight. A combination of tenacity, grit, mental fortitude and a bit of luck makes up the Damage Threshold attribute. It represents a form of physical durability, governing the amount of bodily harm you can withstand before suffering from mortal Injuries or even death. The vast majority of the time, Damage is caused by wounds inflicted from weapons or nasty environmental effects. All Characters possess a tolerance for punishment, augmented by the strength of their armor.

Each step of the Damage Condition Track illustrates how wounded a Character is. Whenever a Character suffers Damage that exceeds their Damage Threshold, they move a number of steps down the Damage Condition Track negatively. The further down the track a Character goes, the more likely they are to incur crippling injuries or face death.

Damage Threshold changes as your Brawn grows over your Basic, Intermediate and Advanced Tiers.

Determine your base Damage Threshold by adding [BB] and your armor's Damage Threshold Modifier. It also changes if you wear armor. Additionally, there are Talents and Traits which allow you to grow your total Damage Threshold. Each additional 'step' of Damage Threshold is also noted on the Character sheet as (Damage Threshold+6); (Damage Threshold+12); and (Damage Threshold+18). For example, if Damage Threshold is 6, it is recorded on a Character sheet as such: 6 (12/18/24). Go to the second page of the Character sheet and record your Damage Threshold values. You can learn more about each step along the Damage Condition Track in **Chapter 8: Combat** and **Chapter 9: Hazards & Healing**.

ENCUMBRANCE LIMIT

Encumbrance Limit is a measure of how much equipment your Character can carry without incurring penalties to Initiative and Movement.

Your Character has a starting value equal to 3 + [BB], which changes as your Brawn grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents, Traits and carrying equipment which allow you to grow your total Encumbrance Limit. Trappings and various other equipment will weigh down your Character, measured by this threshold. For every point beyond this initial value (otherwise called Overage), you suffer an ongoing, cumulative -1 to both your Initiative and Movement. Should your Overage ever reduce either your Initiative or Movement to 0, you must drop enough equipment in order to bring the value back to at least 1. You will learn more about Encumbrance Values of equipment in **Chapter 7: Trappings**. Go to the second page of the Character sheet and record your Encumbrance Limit.

> Leopold Coventry can carry a maximum of 7 Encumbrance. However, he insists on hauling enough equipment that puts him at 10 Encumbrance. As such, he suffers a -3 from Overage to both his Initiative and Movement.

INITIATIVE

Initiative determines when you take your Turn on the Initiative Ladder. Your Character has a starting value equal to 3 + [PB], which changes as your Perception grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents and Traits which allow you to grow your total Initiative. We will speak more about the Initiative Ladder in **Chapter 8: Combat**. Go to the second page of the Character sheet and record your Initiative.

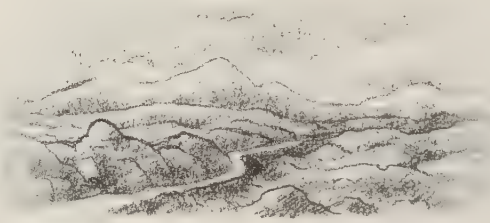
MOVEMENT

During a fight, your ability to move about the field is wholly governed by Movement. It reflects your ability to quickly traverse the battlefield on foot, reflecting the number of yards you can move during combat.

Your Character has a starting value equal to 3 + [AB], which changes as your Agility grows over your Basic, Intermediate and Advanced Tiers. Additionally, there are Talents and Traits which allow you to improve your Movement. We will speak more about Movement in **Chapter 8: Combat**. Go to the second page of the Character sheet and record your Movement.

STEP VI: BACKGROUND

Despite what Elves may prattle on about in private company, not all Dwarves look alike. When you picture your Character, what do you see? How do they wear their hair? Are they grossly obese or rail thin? Do they look like just another face in the crowd, or does something else set them apart?



SEASON OF BIRTH

Wars may come and go, people may die and beasts may go extinct, but time marches forever onward. This is no better illustrated than in the cycle of seasons – from spring to summer, to autumn to winter and back again, the endless cycle is both comforting and imposing. The seasons color people as well – those born in the winter often have icy demeanors, while those born in the summer are fiery and passionate. Some countries may place weight on a star sign a person is born under, but it all returns to the movement of the seasons.

Determine what season you were born under by rolling D100, consulting the table below. Record your birth season on the first page of your Character sheet under Background.

D100	SEASON OF BIRTH
1 to 25	Spring
26 to 50	Summer
51 to 75	Autumn
76 to 100	Winter

YOUR DOOMING

In **ZWEIHÄNDER**, superstition is an accepted part of reality. Oftentimes, life is viewed as an absurdity: it is short, brutal and seemingly random. Each facet of life is guided, wittingly or not, by the subtle movements of the stars. At ten years of age, it is customary for the child to meet with a prognosticator to foretell of their Dooming: the way in which they will die. Not only is it believed to be inescapable, it is related to when they were born – those birthed in the summer receive different prophesies than those born in the autumn.

Dooming is purely a role-playing tool. While it has no definitive impact on game mechanics, you can use it to help guide your Character's personality and choices during their adventures. Roll D100 to determine your Dooming, referenced by what season you were born in.

D100	DOOMING OF SPRING
1 to 4	Pride comes before a fall
5 to 8	Ivy will claw at your skin and prick like a rose
9 to 12	Health is not always healthy
13 to 16	Still waters run deep
17 to 20	The forest will strike back when the campfire is low
21 to 24	Do not pluck low-hanging fruit
25 to 28	The serpent is in the garden
29 to 32	Climb not the mighty oak
33 to 36	Beware fairy rings and standing stones
37 to 40	The land will reclaim what is hers
41 to 44	Do not stare directly into the light
45 to 48	Good intentions create bad situations
49 to 52	Do not accept trust lightly
53 to 56	There is always another problem
57 to 60	Light burns just as much as it heals
61 to 64	Radiance can't illuminate all
65 to 68	Charity will cause your end
69 to 72	Underestimate no one
73 to 76	Birth is but the start of death
77 to 80	Provide no succor to the blind man
81 to 84	Do not pick up discarded coins
85 to 88	Twice for poison, thrice for a kiss
89 to 92	Fate is cruel, but ironic
93 to 96	A trick is not an illusion
97 to 100	You will be stabbed by your own knife

D100	DOOMING OF SUMMER
1 to 4	Your end will be at the head of a hammer
5 to 8	You will see your own hubris and end your life
9 to 12	Those you love will kill you
13 to 16	Beware the comet's warning
17 to 20	They will come as twins and leave as triplets
21 to 24	You will die trying to save someone you love
25 to 28	Beware a lover scorned
29 to 32	You will witness the end, then go into it
33 to 36	The heathen will cut you down
37 to 40	Your final moments will be full of divine pain
41 to 44	Your flame shall consume you
45 to 48	Mercy will be your downfall
49 to 52	You will burn brightly, then be snuffed out
53 to 56	The unlit path is the most dangerous
57 to 60	Iron will bend under heat
61 to 64	Respect power, for it does not respect you
65 to 68	Never leave a fire burning
69 to 72	Never turn your back on a foe
73 to 76	Your embers shall smolder
77 to 80	The sun can be a cruel friend
81 to 84	Death comes from above and below
85 to 88	Lightning sometimes does strike twice
89 to 92	A squall occurs before a storm
93 to 96	The eye of a storm is just a reprieve
97 to 100	The heavens will open, angry and bright

D100	DOOMING OF AUTUMN
1 to 4	A murder of another will herald thine death
5 to 8	Thy skin shall darken as if soaked in ink
9 to 12	Do not cross a freshly dug tomb
13 to 16	You shall see thine death twice
17 to 20	Up from the canyon, soars the raven
21 to 24	Sorrow will fill your heart at death
25 to 28	You shall not see the end
29 to 32	One step forward, two steps back
33 to 36	The jackdaw is a false omen
37 to 40	A visage will haunt you to your grave
41 to 44	The Eye will look upon you with scorn
45 to 48	You will die in a pool of blood, but it will not be yours
49 to 52	Your end will not be clean
53 to 56	Sickness will be your downfall
57 to 60	The stench of the grave follows you
61 to 64	New beginnings herald sudden ends
65 to 68	The Abyss also gazes back
69 to 72	The shadows stalk hungrily
73 to 76	Three flies bring your doom
77 to 80	Beware the black stallion
81 to 84	Do not fold, always stay
85 to 88	Confusion will kill more than you
89 to 92	Do not be fooled by appearances
93 to 96	Avoid the exotic when possible
97 to 100	Do not push for more, as you will get it

D100	DOOMING OF WINTER
1 to 4	Beware the toothless hound
5 to 8	Warm winters bring hard frost
9 to 12	Do not trust what you can't see
13 to 16	Blood will be upon your hands
17 to 20	The oldest are the strongest
21 to 24	Be wary of false friends
25 to 28	Numbers overwhelm might
29 to 32	Your killer will not know your name
33 to 36	At times, being found is worse than being lost
37 to 40	Do not tread upon thick ice nor thin
41 to 44	Iron is weak, gold is strong
45 to 48	Your left eye will not see the truth
49 to 52	Revenge is upon you
53 to 56	Absolute power corrupts absolutely
57 to 60	Being immovable is not always a boon
61 to 64	Some things, man should not know
65 to 68	Justice is blind, deaf and dumb
69 to 72	Six of one, half a dozen of the other
73 to 76	Fear change, as it changes you
77 to 80	The gavel will ring twice
81 to 84	The stars can lead you astray
85 to 88	The depths are crushing, the shallows inviting
89 to 92	From the cold, something eyes you hungrily
93 to 96	You, too can be touched by the unknown
97 to 100	Do not fly too close to the stars

AGE GROUP

Consider some of the ideas you have about your Character's history, along with your profession, and let them inform your Character's age. A Preacher may be elderly, whereas an Antiquarian an adult. A Sellsword likely has some victories underneath their belt, so they may be middle aged. Or, perhaps a youthful Barber Surgeon is getting their start in life.

Age has no immediate impact to your Primary Attributes. Simply assume that any negative impact that age may have had on your Character's abilities will have already been taken into consideration during the Character creation process. Also, note that we've purposefully omitted specific years of age and instead use general terms for Age Groups, as a GM may have their own idea about how life expectancy and number of years categorized by age vary by Ancestry. Roll D100 to randomly determine which Age Group your Character is in. Go to the first page of the Character sheet and record your age under Background.

D100	AGE GROUP
1 to 25	Young
26 to 70	Adult
71 to 90	Middle Aged
91 to 100	Elderly

YOUNG

Thrust into a role that others of your age have not yet faced, the world's stark realities rest heavily upon your trembling shoulders. Inexplicably, your youth has drawn the attentions of misfortune. A sordid – and perhaps violent – future awaits you.
Effect: You have no Distinguishing Marks at this age.

ADULT

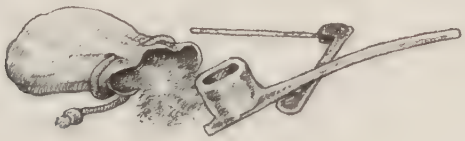
You are a full grown adult, with all the responsibilities that entails. You are acutely aware of the realities of the world around you and pulled in different directions by your dreams. Prepare for them to be stomped upon by the unyielding weight of reality.
Effect: You must roll once on the Distinguishing Marks table.

MIDDLE AGED

You're just now beginning to suffer the effects of aging, growing wiser, but weaker physically. Your experiences have taken a toll on your body, as you now suffer from morning pains and perhaps a rattling cough when the weather is poor. Unlike the younger generations, destiny has decreed a new beginning – or perilous end – for you. As such, you've been given a spark of luck; a second chance to attain new goals through whatever hardships you must suffer.
Effect: You must roll twice on the Distinguishing Marks table.

ELDERLY

You are in the twilight years of your life and most of your physical prowess has waned as decades have passed. You are wheezy, shaky and given to fits of memory loss… or even moments where you stop and do nothing, but recount memories of your youth. Despite this, fate has something in store for you, and will give you another chance at seeing its potentially grim outcomes realized.
Effect: You must roll three times on the Distinguishing Marks table.



DISTINGUISHING MARKS

Beyond simple appearance, all Characters have some sort of disfiguring or unusual mark on their body or affectation in outward personality. People who are too comely are often viewed with suspicion. It is not to say that others don't wish to attain physical beauty! There's a whole market for powders, elixirs of youth and other 'beauty products' that snake oil salesmen pawn off to the unwitting. But a degree of ugliness has become the norm and those who possess strikingly pure looks aren't well-trusted.

If you end up generating Distinguishing Marks which may not make sense, feel free to re-roll to generate a different result. Go to the first page of the Character sheet and record your Distinguishing Marks under Background.

D100	DISTINGUISHING MARKS
1	Abnormally white teeth
2	Abundance of freckles on face
3	Acne-scarred face
4	Additional toes or fingers
5	Almond-shaped eyes
6	Asexual appearance
7	Ashy Elbows
8	Balding pate
9	Beaded mustachio
10	Beady eyes
11	Beauty mark on face
12	Big ears
13	Blood-shot eyes
14	Bow-legged walk
15	Branded with cattle iron
16	Broken nose
17	Buck-toothed or snaggle-toothed
18	Bulging eyes
19	Burn scars on face and arms
20	Bushy eyebrows
21	Carefully-groomed beard
22	Cherubic face
23	Clammy hands
24	Claw marks over face
25	Covered in black moles
26	Curly locks of hair
27	Devilish goatee
28	Different colored eyes
29	Dimpled cheeks
30	Doll-like face
31	Drooping eye
32	Dry, flaking skin
33	Ear half-missing
34	Embarrassing acne scars
35	Embarrassing tattoo on face
36	Excessive body hair
37	Eyes too far apart
38	False finger

D100	DISTINGUISHING MARKS
39	Farmer's tan
40	Glasgow grin
41	Golden lock of hair
42	Hare lip
43	Hooked nose
44	Horse-faced
45	Humpbacked
46	Incredibly beautiful
47	Itchy scabies bites
48	Jaundiced complexion
49	Lanky hair
50	Large and hairy mole
51	Large nose
52	Large red birthmark on arms
53	Lazy eye
54	Leathery countenance
55	Lichtenberg scar
56	Long eyelashes
57	Long mustachio
58	Long sideburns
59	Milky eye
60	Mismatched eye color
61	Missing an eyebrow
62	Missing fingers
63	Nervous tic
64	Older-looking face
65	Painted beard
66	Pallid countenance
67	Patch of white hair
68	Perfect posture
69	Perpetual sneer

D100	DISTINGUISHING MARKS
70	Perpetually deep frown
71	Piercing eyes
72	Pigeon-toed stance
73	Pot belly
74	Pox scars all over body
75	Pronounced brow
76	Purple bags beneath eyes
77	Rancid breath
78	Rash of pimples
79	Rheumy eyes
80	Six-fingered hand
81	Slouchy posture
82	Spiked mohawk
83	Squinting eyes or false eye patch
84	Steely gaze
85	Strong jaw
86	Sunburn scars
87	Sunken eyes
88	Tanned, leathery skin
89	Tarred and feathered
90	Terribly crooked teeth
91	Vacant expression
92	Veteran's nose
93	Vulgar tattoo
94	Weak chin
95	Wears spectacles
96	Webbed hands and feet
97	Widow's peak
98	Wind-chapped cheeks
99	Yellow scum on teeth
100	Yellowed fingernails and toenails

COMPLEXION

A grim & perilous world is populated by a diverse, rich tapestry of people and skin tones. **ZWEIHÄNDER** makes no basic physical, intellectual or spiritual prejudice between complexions of any Ancestry. Any social inequalities in the campaign world should be addressed directly with your GM. Randomly generate your complexion by rolling D100, consulting the table below. Once determined, go to the first page of the Character sheet and record your complexion under Background.

D100	COMPLEXION
1 to 10	Pale skin
11 to 20	Fair skin
21 to 30	Light skin
31 to 40	Light tan skin
41 to 50	Tan skin
51 to 60	Dark tan skin
61 to 70	Light brown skin
71 to 80	Brown skin
81 to 90	Dark brown skin
91 to 100	Ebony skin

BUILD TYPE

Much like your Character's age, build never bears any sort of bonus or penalty to Primary Attributes. Simply assume that any negative impact your Build will have had on your Character's abilities has already been taken into consideration during the Character creation process. However, they modify your cost for armor, food and clothing, based on its listed price in **Chapter 7: Trappings**.

First, you will roll D100 to randomly determine which build your Character has. This is determined agnostic of your Ancestry (unless your Ancestral Trait dictates otherwise). Go to the first page of the Character sheet and record your build under Background.

D100	BUILD TYPE	PRICE MODIFIER
1 to 20	Frail	-20% price
21 to 40	Slender	-10% price
41 to 60	Normal	None
61 to 80	Husky	+10% price
81 to 100	Corpulent	+20% price

FRAIL: Born a weakling child, you likely suckled at the breast of your mother for many years… up to the point where it was considered unsavory. As a result, you are extraordinarily thin – even more so than traditionally slender people. Your little arms tremble whenever you have to carry your own things and legs buckle at the thought of helping someone install their trappings into another's home. Fortunately, this also means you can squeeze into tight places, a great advantage should you be of a more roguish bend.

SLENDER: With a physique considered to be 'ideal' among the fashionistas – who are either large of mustachio or broad of gown – you have a body type that the nobility strives for. Albeit waifish and thin, you possess a sultry allure, with a gait not unlike that of a cat. However, with a lack of meat on your bones, you grow cold easily, even under the summer's heat.

NORMAL: Nothing much to speak of here, as you have the average body type. This is neither good nor bad; eat as you like, diet as you wish, exercise as you want.

HUSKY: Whether you're well-muscled, brimming with curves or simply a bit overweight, you have to have them specially made or let out by a professional tailor. It may have been a point of embarrassment whenever you were young; your breasts may have budded early, or you simply had a little too much cushion between your belt line and legs. Regardless, your frame marks you as someone not to be trifled with.

CORPULENT: Some would consider you a disgusting pig and may even mistake you for an Orx whenever you are seen in public. Others may see your great ponderance as a mark of achievement, as such creature comforts are rarely afforded to the poor. Either way, you've grown accustomed to the excess weight, wearing it proudly.

HEIGHT & WEIGHT

Your height & weight serve as additional physical characteristics which better illustrate what your Character looks like. They do not impose any sort of bonus or penalty to Primary Attributes whatsoever. Simply assume that any negative impact your height & weight will have had on your Character's abilities will have already been taken into consideration during the Character creation process. Go to the first page of the Character sheet and record your height and weight under Background.

HUMAN FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.2	92	102	121	159	198
11 to 20	5.3	97	106	126	164	202
21 to 30	5.4	102	111	130	169	207
31 to 40	5.5	106	116	135	174	212
41 to 50	5.6	111	121	140	178	217
51 to 60	5.7	116	126	145	183	222
61 to 70	5.8	121	130	150	188	226
71 to 80	5.9	126	135	154	193	231
81 to 90	5.10	130	140	159	198	236
91 to 100	5.11	135	145	164	202	241

HUMAN MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.5	115	127	151	199	247
11 to 20	5.6	121	133	157	205	253
21 to 30	5.7	127	139	163	211	259
31 to 40	5.8	133	145	169	217	265
41 to 50	5.9	139	151	175	223	271
51 to 60	5.10	145	157	181	229	277
61 to 70	5.11	151	163	187	235	283
71 to 80	6.0	157	169	193	241	289
81 to 90	6.1	163	175	199	247	295
91 to 100	6.2	169	181	205	253	301

DWARF FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.2	72	82	101	139	178
11 to 20	4.3	77	86	106	144	182
21 to 30	4.4	82	91	110	149	187
31 to 40	4.5	86	96	115	154	192
41 to 50	4.6	91	101	120	158	197
51 to 60	4.7	96	106	125	163	202
61 to 70	4.8	101	110	130	168	206
71 to 80	4.9	106	115	134	173	211
81 to 90	4.10	110	120	139	178	216
91 to 100	4.11	115	125	144	182	221

DWARF MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.5	90	102	126	174	222
11 to 20	4.6	96	108	132	180	228
21 to 30	4.7	102	114	138	186	234
31 to 40	4.8	108	120	144	192	240
41 to 50	4.9	114	126	150	198	246
51 to 60	4.10	120	132	156	204	252
61 to 70	4.11	126	138	162	210	258
71 to 80	5.0	132	144	168	216	264
81 to 90	5.1	138	150	174	222	270
91 to 100	5.2	144	156	180	228	276

ELF FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.5	72	82	101	139	178
11 to 20	5.6	77	86	106	144	182
21 to 30	5.7	82	91	110	149	187
31 to 40	5.8	86	96	115	154	192
41 to 50	5.9	91	101	120	158	197
51 to 60	5.10	96	106	125	163	202
61 to 70	5.11	101	110	130	168	206
71 to 80	6.0	106	115	134	173	211
81 to 90	6.1	110	120	139	178	216
91 to 100	6.2	115	125	144	182	221

ELF MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	5.8	90	102	126	174	222
11 to 20	5.9	96	108	132	180	228
21 to 30	5.10	102	114	138	186	234
31 to 40	5.11	108	120	144	192	240
41 to 50	6.0	114	126	150	198	246
51 to 60	6.1	120	132	156	204	252
61 to 70	6.2	126	138	162	210	258
71 to 80	6.3	132	144	168	216	264
81 to 90	6.4	138	150	174	222	270
91 to 100	6.5	144	156	180	228	276

GNOME FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.0	52	62	81	119	158
11 to 20	4.1	57	66	86	124	162
21 to 30	4.2	62	71	90	129	167
31 to 40	4.3	66	76	95	134	172
41 to 50	4.4	71	81	100	138	177
51 to 60	4.5	76	86	105	143	182
61 to 70	4.6	81	90	110	148	186
71 to 80	4.7	86	95	114	153	191
81 to 90	4.8	90	100	119	158	196
91 to 100	4.9	95	105	124	162	201

GNOME MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	4.3	65	77	101	149	197
11 to 20	4.4	71	83	107	155	203
21 to 30	4.5	77	89	113	161	209
31 to 40	4.6	83	95	119	167	215
41 to 50	4.7	89	101	125	173	221
51 to 60	4.8	95	107	131	179	227
61 to 70	4.9	101	113	137	185	233
71 to 80	4.10	107	119	143	191	239
81 to 90	4.11	113	125	149	197	245
91 to 100	5.0	119	131	155	203	251

HALFLING FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	3.5	32	42	61	99	138
11 to 20	3.6	37	46	66	104	142
21 to 30	3.7	42	51	70	109	147
31 to 40	3.8	46	56	75	114	152
41 to 50	3.9	51	61	80	118	157
51 to 60	3.10	56	66	85	123	162
61 to 70	3.11	61	70	90	128	166
71 to 80	4.0	66	75	94	133	171
81 to 90	4.1	70	80	99	138	176
91 to 100	4.2	75	85	104	142	181

HALFLING MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	3.8	40	52	76	124	172
11 to 20	3.9	46	58	82	130	178
21 to 30	3.10	52	64	88	136	184
31 to 40	3.11	58	70	94	142	190
41 to 50	4.0	64	76	100	148	196
51 to 60	4.1	70	82	106	154	202
61 to 70	4.2	76	88	112	160	208
71 to 80	4.3	82	94	118	166	214
81 to 90	4.4	88	100	124	172	220
91 to 100	4.5	94	106	130	178	226

OGRE FEMALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	8.2	480	490	509	547	586
11 to 20	8.3	485	494	514	552	590
21 to 30	8.4	490	499	518	557	595
31 to 40	8.5	494	504	523	562	600
41 to 50	8.6	499	509	528	566	605
51 to 60	8.7	504	514	533	571	610
61 to 70	8.8	509	518	538	576	614
71 to 80	8.9	514	523	542	581	619
81 to 90	8.10	518	528	547	586	624
91 to 100	8.11	523	533	552	590	629

OGRE MALE

D100	HEIGHT (FT)	FRAIL	SLENDER	NORMAL	HUSKY	CORPULENT
1 to 10	8.5	600	612	636	684	732
11 to 20	8.6	606	618	642	690	738
21 to 30	8.7	612	624	648	696	744
31 to 40	8.8	618	630	654	702	750
41 to 50	8.9	624	636	660	708	756
51 to 60	8.10	630	642	666	714	762
61 to 70	8.11	636	648	672	720	768
71 to 80	9.0	642	654	678	726	774
81 to 90	9.1	648	660	684	732	780
91 to 100	9.2	654	666	690	738	786

HAIR COLOR

Roll D100 to randomly determine what your Character's hair color will be. Note that each Ancestry possesses its own unique attributes.

D100	DWARF	ELF	GNOME	HALFLING	HUMAN	OGRE
1 to 18	Medium brown	Honey brown	Medium brown	Dark brown	Medium brown	Medium brown
19 to 32	Dark brown	Golden brown	Dark brown	Medium brown	Dark brown	Dark brown
33 to 42	Light brown	Straw yellow	Light brown	Light brown	Light brown	Light brown
43 to 50	Jet black	Golden yellow	Jet black	Sienna	Sienna	Jet black
51 to 58	Grey	Chestnut	Grey	Red	Black	Grey
59 to 64	Chestnut	Copper	Chestnut	Fiery red	Ash blonde	Chestnut
65 to 70	Ginger	Ginger	Ginger	Black	Chestnut	Ginger
71 to 76	Sienna	Ash blonde	Sienna	Blue black	Ginger	Sienna
77 to 80	Corn yellow	Sienna	Corn yellow	Ginger	Corn yellow	Corn yellow
81 to 84	Ash blonde	Silver	Ash blonde	Corn yellow	Red	Ash blonde
85 to 88	Salt & pepper	Smokey grey	Salt & pepper	Chestnut	Salt & pepper	Salt & pepper
89 to 90	Silver	Ivory white	Silver	Ash blonde	Blue black	Silver
91 to 92	White	Blue-black	White	Salt & pepper	Grey	White
93 to 94	Red	Jet Black	Red	Grey	Silver	Red
95 to 96	Blue-black	Fiery red	Blue-black	White	White	Blue-black
97 to 100	Black	Black	Black	Silver	Jet black	Black

EYE COLOR

Roll D100 to randomly determine what your Character's eye color will be. Note that each Ancestry possesses its own unique attributes.

D100	DWARF	ELF	GNOME	HALFLING	HUMAN	OGRE
1 to 16	Dark brown	Amber	Dark brown	Hazel	Dark brown	Hazel
17 to 32	Grey	Silver	Grey	Light brown	Grey	Light brown
33 to 36	Black	Honey	Medium brown	Medium brown	Medium brown	Medium brown
37 to 44	Medium brown	Emerald	Hazel	Grey	Hazel	Grey
45 to 50	Grey blue	Molasses	Black	Dark brown	Black	Dark brown
51 to 58	Light brown	Crystal blue	Light brown	Pale green	Light brown	Pale green
59 to 66	Hazel	Hazel	Grey blue	Copper	Grey blue	Copper
67 to 74	Pale green	Black	Pale green	Green	Pale green	Green
75 to 80	Blue	Sapphire	Dark green	Black	Dark green	Black
81 to 86	Copper	Copper	Blue	Grey blue	Blue	Grey blue
87 to 90	Dark green	Blue purple	Copper	Blue	Copper	Blue
91 to 96	Green	Gold	Ice blue	Dark green	Ice blue	Dark green
97 to 98	Ice blue	Silver green	Green	Ice blue	Green	Ice blue
99 to 100	Violet	Violet	Violet	Violet	Violet	Violet

UPBRINGING

Nature versus nurture is an ancient debate, but there is little doubt that the environment you are raised in affects you on a deep level. Your family, if you had one, imprinted values and mannerisms upon you without you even knowing it. They may have also trained you extensively in their traditions. A family with a long line of military enlistment may have taught you how to fight at a young age or a family of intellectuals may have instilled in you the importance of learning. It's not only important to know who you are, but where you came from.

How you were raised grants you the ability to pick up certain aptitudes much easier than others. Depending on your upbringing, you will be able to purchase Focuses in specific Skills for less Reward Points. Each upbringing has a favored Primary Attribute. Whenever you attempt to purchase Focuses for Skills related to these Primary Attributes, it costs 50 Reward Points (instead of the normal 100 Reward Points). You will learn more about Skills and their related Focuses in **Chapter 5: Skills**.

Determine what kind of family raised you by rolling D100, consulting the table below. Record both your upbringing and favored Primary Attribute on the first page of your Character sheet under Background.

D100	UPBRINGING	FAVORED PRIMARY ATTRIBUTE
1 to 14	Cultured	Fellowship
15 to 29	Forgotten	Agility
30 to 44	Industrious	Brawn
45 to 59	Militant	Combat
60 to 74	Opportunistic	Perception
75 to 89	Reverent	Willpower
90 to 100	Scholastic	Intelligence

CULTURED: Entertainers, painters and parties made you what you are today. From the penny theatres on the street corners to the auditoriums of playhouses, you were immersed in cultures other than your own since birth. You were taught the value of expression, pride in your abilities, and not to trust anyone else easily. You have developed a sharp eye and an even sharper tongue.

FORGOTTEN: You were raised outside of common society and had little opportunity to integrate until now. Maybe you grew up on the streets, were raised by wolves or are the last scion of a noble house. Being from an outcast family afforded benefits, but today, you have nothing but yourself to rely upon. You became quick and lithe, but you feel as if there is a hole in your life.

INDUSTRIOUS: The lot of most people, you were born into a family of hard laborers. Whether they be servants, farmers, craftsmen or engineering nobles, your family forced you to work to put food on the table for you and your doubtless countless siblings. Your hands are chapped and hard, your back rippling and your demeanor rough. You prefer to do things yourself rather than to pay others to do it for you.

MILITANT: Rote and discipline has ruled your life and hardened you. Your family traces their lineage down a long line of soldiers, generals and sappers, and more of your ancestors met their death at the end of a sword than in a sick bed. You have nursed many a beating in your bed, taught these same harsh lessons by the bellicose figures in your life.

OPPORTUNISTIC: Your family has been underhanded from long before you were born. Whether they be common thieves or government officials stealing from the poor, you learned that everyone is little more than an angle or a walking coin purse. But lucre takes a certain mindset, as you learned to read others' intentions. This lead to a preternatural ability to scrutinize truth from lies.

REVERENT: The gods are fickle and your family raised you to fear and respect their capricious ways. You may have been raised by priests or nuns, attending religious school every week and performing in too many religious plays to count. Perhaps you were orphaned and sat on the street corner, memorizing the words of doomsayers or street prophets. Regardless, their dogma has taught you to be strong of heart and will.

SCHOLASTIC: From a young age, you were taught that knowledge is the ultimate weapon. It does not matter if you were raised by scholars to learn or nascent magicians to read omens, you were forced to understand the world around you and to keep your head out of the clouds. Pronunciation and proper diction, more than anything else, was ingrained into you (and your knuckles likely bled from being rapped for elocutionary mistakes). You came out smarter and wiser, but perhaps not well-rounded.

SOCIAL CLASS

Every society – no matter how small or large – recognizes a social hierarchy determined by one's birth. No matter your Ancestry, Social Class plays a big part in the ways your Character was raised and the social conventions they live by. Your Social Class is a measure of mannerisms, style of speaking and personal prosperity, illustrating what part of society or stratum you occupy amongst your people. In a grim & perilous world, Social Class is an important consideration. Everywhere, people react to what you're wearing, the affectations in your speech and the way you carry yourself. The sum of these parts can make a lasting impression upon strangers, underpinned by your social verve. In a way, it's not a matter of what you are, as much as who you are. Despite what your Fellowship Primary Attribute may be, generally,

someone with poor upbringing will likely never convince a duke to let you into their garden party. You have to play the part – or pretend to, at least.

Your Social Class also reflects why your Character has chosen their specific career. With a cursory glance, it may not make any sense to be of the Aristocrat Social Class if your Character's first Profession is a Peasant. However, in some cases it may be more interesting for the Character's history. For instance, someone that was a part of the Lowborn Social Class broke free one day, reinventing their life to become a Cheapjack. What about the person born to the Aristocrat Social Class whose family's fortunes were usurped by a rival house, leading them to the life of a lowly Monk? These interesting combinations create unique variants of Professions and ultimately help flesh out a backstory for your Character. They also provide an opportunity for you to create a colorful and unique interpretation of a Profession that may normally be unsuited for your Social Class.

We encourage you to think of your Social Class as your past – your Character is living in the now, and they've likely left all of that behind them for one reason or another. However, it is hard to set aside the mannerisms, speech patterns and other indelible experiences of your upbringing. Your Character carries these traits with them for life, which influences your Fellowship-based Skill Tests and other social interactions

Each Social Class has been painted with a broad brush, leaving them open to interpretation. They may be fundamental differences between them, varying from culture to culture. Your GM will provide any additional distinctions or considerations you should make

Roll D100 to randomly determine your Character's Social Class. This also determines how much cash your Character begins play with. Go to the first page of the Character sheet and record your Character's Social Class.

D100	SOCIAL CLASS	STARTING CASH
1 to 60	Lowborn	3D10+3 brass pennies (bp)
61 to 90	Burgher	2D10+2 silver shilling (ss)
91 to 100	Aristocrat	1D10+1 gold crowns (gc)

FAMILY BY SOCIAL CLASS

The number of siblings one has is usually determined by their Social Class. The Aristocracy usually places a premium on children; families of this sort rarely have more than three children, with one or two being more commonly the norm. This is obviously for succession purposes and even then only the elder sibling will obtain power. However, this only addresses legitimate children – bastards are usually expected, though not respected. Burghers have a lot of variability – some will have only one child, while the wealthier could have far more. Usually this comes down to societal norms rather than any status pressures, but the adage of 'two and a half children per household' generally holds true. Finally, the Lowborn often have the most children – a few extra hands in the field never hurts. The near constant high infant mortality rate generally means they will try to birth as many children as possible. Most Lowborn families have at least three children, some as many as seven or eight.

LOWBORN: You were born poor and never found a way to raise yourself above your station. From morning to night, your days were spent in backbreaking labor beneath the sun, barely making enough to put food on the table. You likely worked six days a week with only the Sabbath or other special holy days providing respite from labors.

The Lowborn live in constant deference, humble in spirit but hearty in lifeblood for what meager riches they may be able to gain. The Lowborn also tend to get around unnoticed, shying away from their betters. Being meek and small may work well when standing before lord such-and-such, but it also benefits those on the run from a serfdom not far removed from slavery. They are a simple, superstitious lot, unburdened by formal education or training. This rustic demeanor can be a solace among the like-minded, but others view it with bemusement or disdain.

BURGHER: You grew up amongst a family that broke free from the feudal order, a member of the burgeoning middle class called the Burghers. The rise of commercial growth amongst townships and cities provided you the one freedom the Lowborn lack – the freedom to make your own choices and to forge your own life without the patronage and protection of the Aristocracy. Lawyers, doctors and other academicians are often of the Burgher caste. Money isn't everything, but it can certainly grease the wheels, as it were, as the Burgher cannot socially afford the same network as their betters within the Aristocracy. Because they are not required to 'play at court' with their betters, Burghers dedicate their spare time to crafts, hobbies and the world around them. Perhaps more so than any other Social Class, Burghers hold a unique opportunity to better themselves and rise above their station. However, not everyone appreciates the freedom that Burghers enjoy or the sweeping social changes that this freedom may herald.

ARISTOCRAT: You were born within a family whose name can be traced back to old nobility. The influential renown of your lineage can be a significant boon; you may be able to call upon powerful allies or even command subjects to assist you when needed. Your life has afforded you many luxuries: you are highly educated and are well-versed in the nuances

of high society. Patronage, ambition, climbing the social network and a suite of responsibilities define the differences between the Aristocracy and the *nouveau riche* Burgher.

Aristocrats exercise certain freedoms others cannot afford. They dedicate themselves to understanding the sciences and literature, oftentimes beneath the sometimes knuckle-wrapping tutelage of their schoolmasters. Maintaining one's courtly appearance and expressing interest in the arts and hunting for sport are paramount, and these pursuits require forming schools for girls and university teaching for boys. Aristocrats display a degree of eloquence and refinement that frequently inspires resentment or discomfort among those who did not share a similar upbringing.

UPWARDS MOBILITY

It is all but impossible to break free of your Social Class. The social order is so rigid that your birth primarily determines what place you occupy within the castes of society. But, striking the right alliances with proper folk may change that outcome. The GM may allow you to move between Social Classes as time progresses. However, you may suffer the indignation of others amongst your new Social Class. Merely calling yourself 'lord so-and-so' is not enough to command respect amongst those of your new social caste. Many people, particularly those of the nobility, are extremely protective of their positions. You must learn the appropriate behavior and etiquette that are standard with your new Social Class to gain its benefits.

LANGUAGES

Your Character automatically begins play with the local tongue spoken in the region they're from. This may be a Ancestral language, a cultural language or regional 'trade' language. It is best to work with the GM to determine languages that fit with the theme of your Character's backstory and the campaign world. When you know a language, this means you can use Fellowship-based Skills to communicate with others in that language.

However, you may learn other languages, including dialects, regional languages, foreign tongues and even the languages of other races. Naturally, there may be imposed limits on how well you speak it, particularly if it's not your native language. Spending time in the foreign quarter drinking, fighting and rogering swarthy indigents may be the best way to pick up the colloquialisms of another language. Immersion, not smarts, drives your Character's ability to learn new spoken languages. Some cultures may not have a written language, instead communicating with a series of clicks, whistles and grunts! Regardless of the process, new languages are partially awarded as a part of the story.

After speaking with the GM about your native tongue, record your language under Background on the first page of the Character sheet. You may learn additional languages over the course of the campaign's story as a Unique Advance, up to a number equal to your [FB]. And, should your Character possess the Education Skill, they can also read and write in any language they understand (providing that it has a written language). You'll learn more about how to purchase Unique Advances in **Chapter 4: Professions**.

DRAWBACKS

Some players like to determine their Character's failings as they play through the game, using improv methods to let their Character's history come to light as they interact within the campaign world. Others may prefer to have distinct pieces of their Character's life already fleshed out, which they can refer to whenever they make decisions in-Character and role-play with others. A Drawback tells something unique about you; something far more distinct than simply being 'Danziger Eckhardt, the human Militiaman'. It paints a better portrait about who your Character was before they walked away from their Profession. Drawbacks make excellent tools to draw upon to further enhance role-play. They may also be indicative of a past reputation or affiliation. For instance, Danziger spent many years within the city as an unlicensed street thug, so he may have a criminal history that's well-known amongst local lawmen. This can work against him in many ways, even if he's left the city. Reputations have a tendency to follow in the wake of those who establish them. Perhaps what the GM knows, but Danziger doesn't, is that he has other notorious bounty hunters on his trail! Branded, or even Nemesis, would be a perfect Drawback in this situation.

While you are not required to select a Drawback, you may optionally select one in return for one additional Fate Point at the end of Character creation. You may be encouraged to select multiple Drawbacks, which can certainly lead to interesting story development. However, you can never gain more than one Fate Point due to this. For those who are unsure of which one fits, spin fortune's wheel to randomly determine your Drawback by rolling D100 and consult the table below. Record it under the Traits section on the first page of your Character sheet.

Note that some Professions (particularly Elite Professions) grant a Drawback once adopted. In these cases, you never gain an additional Fate Point because of it.

D100	DRAWBACKS
1 to 4	Bad Ticker
5 to 7	Black Cataract
8 to 11	Bleeder
12 to 15	Branded
16 to 19	Choleric Temperament
20 to 23	Crop Ear
24 to 27	Cursed
28 to 31	Deal with the Devil
32 to 35	Debt-Ridden
36 to 39	Dunderhead
40 to 43	Eunuch
44 to 47	Lily-Livered
48 to 51	Melancholic Temperament
52 to 55	Ne'er Do Well
56 to 59	Nemesis
60 to 63	Painkiller
64 to 67	Persecution Complex
68 to 71	Phlegmatic Temperament
72 to 75	Sanguine Temperament
76 to 79	Sour Stomach
80 to 83	Split Face
84 to 87	Veteran's Boot
88 to 91	Veteran's Eye
92 to 94	Veteran's Hand
95 to 97	Veteran's Leg
98 to 100	Weak Lungs

BAD TICKER

You suffer from a debilitating sickness, which makes your blood stir slowly. It is slowly eating away at your precious humanity bit-by-bit, and inevitably will lead to your doom.

Effect: Whenever you fail to Resist against Stress, Fear or Terror, you gain 3 additional Corruption.

BLACK CATARACT

Your eye has grown over with glaucoma or suffered major trauma in a fight or accident. As a result, you have difficulty making out distances and depth. It's not to say that you cannot see, but you face extreme hardship, unable to discern between friend or foe at times.

Effect: Whenever you miss with Attack Actions using a ranged weapon, you must re-roll the result with the same Difficulty Rating. If it is a success, you strike a random ally who is Engaged with your target.

BLEEDER

Your blood doesn't easily clot. This means you bruise like a peach when hurt, and spurt like a stuck pig whenever you are injured.

Effect: Whenever you are treated with the Heal Skill, a caregiver suffers an additional -20 Base Chance, unless they expend an additional bandage during treatment.

BRANDED

You are one of the disenfranchised of society; the bonded, a serf, slave or thrall. You are looked upon poorly by most of society, treated with some manner of contempt or apprehension, if acknowledged at all. Most of those Branded take great pains to hide the shame of their past. Perhaps you were even the bastard born progeny of an unknown father! It is up to you to decide why you were branded.

Effect: Whenever you interact with those who know you're Branded and hold you in contempt due to it, you cannot succeed at Fellowship-based Skill Tests to interact with them.

CHOLERIC TEMPERAMENT

You have a tendency of one-upmanship, are rather prickly and frankly, bossy. When things don't go your way in a fight, you grow irritated, which only further pushes you towards embracing your Chaos Alignment.

Effect: Whenever you roll Chaos Dice to determine if you Injure a foe and fail to do so, move one step down the Peril Condition Track negatively while suffering 1 Corruption.

CROP EAR

An unfortunate accident, or a result of birth or disease has left you partially deaf. You are barely able to hear and must rely on your other senses to process the world around you. Speech is difficult and you're often misunderstood or even ridiculed as you converse with others.

Effect: You must flip the results to fail all Skill Tests that rely on hearing.

CURSED

A terrible twist of fate or dark Magick has cast a hex over you. Your curse may have originated from an act of cruelty served upon the innocent, born from mortal sin; a dreadful stigma that has afflicted your family or a terrible Magick that's been cast upon you. Curses of this magnitude oftentimes plague individuals until their death. Only a major sacrifice can potentially lift the curse and the cost is likely greater than you can levy. It may be that your Order or Chaos Alignment is somehow tied to the curse.

Effect: Whenever you intend to sacrifice a Fortune Point, roll a 1D6 Chaos Die. If the result is a face '6', you must use two Fortune Points instead of one.

DEAL WITH THE DEVIL

Your family is cursed, having struck a Faustian bargain with a dark power. Written in blood, this contract guaranteed that your ancestors had to give up a part of their soul. Now, this deal falls to you and your offspring.

Effect: You begin gameplay with one permanent Chaos Rank.

DEBT-RIDDEN

You have spent and spent and spent, borrowing far too much money without the possibility of return to your creditors. You may have even been committed to a debtor's prison. This carries a social stigma, leaving a black stain upon your shield of reputation and conscience. As such, you find it exceedingly difficult – if not impossible – to come to any sort of middle ground with others given your history.

Effect: You must flip the results to fail all Skill Tests that rely on your ability to barter, bargain or strike monetary deals in your favor.

DUNDERHEAD

You are socially awkward and don't get along well with others. You often stammer, lose focus and find it hard to compel others to listen to you. As such, you are perceived as being socially inept at times, or haughty without reason. You may even have a brain trauma! You decide.

Effect: Whenever you suffer mental Peril, move one additional step down the Peril Condition Track negatively while suffering 1 Corruption.

EUNUCH

You were castrated for one reason or another. Your gelding has deeply impacted you, a harrowing memory you find difficult to suppress. Perhaps you were a monk who became a eunuch after a spiritual awakening. Or, maybe you were gelded for acts of sexual indecency. Either way, you decide what led you to this end. The sting of being unable to have children weighs heavily upon you. Your bloodline has ended.

Effect: You are immune to the charms and seduction by those who find you attractive, and unable to have children. However, being made victim to these same charms and seduction causes you to suffer 1 Corruption.

LILY-LIVERED

You get butterflies in your stomach in the most innocuous of situations. It cannot be helped, and when forced into strange and otherworldly situations, your legs tremble and you have a hard time concentrating.

Effect: Whenever you fail to Resist Stress, Fear or Terror, you temporarily reduce your Initiative and Movement by -3 (to a minimum of 1). This lasts until you get a good night's rest.

MELANCHOLIC TEMPERAMENT

You are prone to fits of fatigue, and oftentimes suffer from phantom pains in your muscles. In fact, it's hard to rouse you from war-weariness without using twice the normal medication required to lift your spirits.

Effect: Whenever you use Smelling Salts, you must use two instead of one. Using an additional dose of Smelling Salts in this instance has no negative effects.

NE'ER DO WELL

You are feckless, irresponsible and prone to idleness. It doesn't mean that you are completely useless, however, you are unreliable when the chips are down.

Effect: You cannot Assist others' Skill Tests.

NEMESIS

You have an implacable enemy that harries you at every opportunity. They may be a political rival who sabotages your ambitions or a foe who is destined to kill you. Perhaps your Nemesis may yet be unnamed, revealed at a much later date.

Effect: When confronted by your Nemesis, you cannot sacrifice Fate or Fortune Points, as their presence confounds you. Your Nemesis is determined by the GM, who will likely take your ideas about your Character's history or past rivals into consideration.

PAINKILLER

You escape the stresses of your daily life – and the horrors of what's out there – by self-medicating.

Effect: Work with your GM to select a single Addiction your Character begins play with.

PERSECUTION COMPLEX

Everyone – literally, everyone – is out to get you. There is no doubt in your mind that others may be following you, are trying to trick you or are ridiculing you behind your back.

Effect: You cannot rest to recover from Peril in urban environments, unless you take a dose of laudanum before resting.

PHLEGMATIC TEMPERAMENT

In a nutshell, you have a tendency to withdraw from the world when things get tough. And, when subjected to horrific situations, you become indecisive and meek.

Effect: Whenever you are suffering from Stress, Fear or Terror, your Fury Dice do not explode (as covered in ***Chapter 2: How To Play***). This lasts until you get a good night's rest.

SANGUINE TEMPERAMENT

You are rather outgoing, but also jittery and have a hard time sitting still. You may suffer from 'jimmy leg', and are unable to keep a steady hand in the thick of battle, unless concentrating.

Effect: You cannot Load or Take Aim without spending an additional Action Point. In addition, whenever you use the Special Action of Wait, you lose 1 Action Point.

SOUR STOMACH

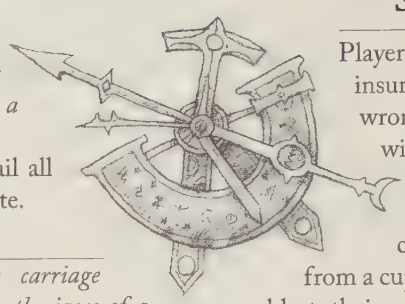
You have pains in your stomach that make it difficult to keep down 'rich' food. This also means other kinds of substances can have a poor effect on your health, and keep you confined to the water closet.

Effect: After taking a dose of Laudanum, a Delirient or consuming a substance the GM sees as being hard on your stomach, you cannot recover to Unhindered on the Peril Condition Track (only to Imperiled) for the next 24-hours.

SPLIT FACE

Whether you took the haft of an axe to the face, your nose was broken in a fight or were born with a deformity, you have a poor sense of smell.

Effect: You must flip the results to fail all Skill Tests which rely on smell and taste.



VETERAN'S BOOT

Perhaps lost during an unfortunate carriage accident, during an intense battle, or in the jaws of a rabid animal, you are missing a foot. In its place is a wooden boot, which you must strap onto your leg to stand up straight. It makes a characteristic 'CLUD' sound as you walk, which has earned you a number of embarrassing nicknames.

Effect: You cannot Charge, Maneuver or Run with Movement Actions without spending an additional Action Point.

VETERAN'S EYE

You have lost an eye. It may have been from a childhood prank gone wrong, an abnormality from birth or the 'devil' made you gouge it out. Regardless, you may have a glass bead where it once was, wear an eye patch over the empty socket or simply let its hollowed-out recess go uncovered.

Effect: Reduce the Distance for all ranged weapons you use by -3 (to a minimum of 1).

VETERAN'S HAND

Whether it was lopped off at the hands of a vicious mercenary or somehow torn asunder in the complex cogs of a war machine, you lost use of your hand long ago. In its place is an iron prosthesis, clumsy to attach and difficult to use. A webbing of leather straps adorns your arm, from wrist to elbow.

Effect: You cannot hold weapons which are two-handed and must flip the results to fail any Skill Test requiring use of both hands.

VETERAN'S LEG

With a characteristic shuffling, you draw your lame leg behind you. Attached at the knee cap with a Barber Surgeon's contraption, the cheap prosthesis grants you the ability to walk (albeit at a slow, deliberate pace).

Effect: You must reduce your Movement by 3 and cannot Run.

WEAK LUNGS

You have suffered a terrible injury at some point, making it difficult to breath. You may have fallen on a fencepost as a youth and grown up with the use of only one lung. Perhaps you were stabbed by a vicious rival and now exhibit an audible wheezing.

Effect: Whenever you suffer physical Peril, move one additional step down the Peril Condition Track negatively while suffering 1 Corruption.

STEP VII: HAND OF FATE

Player Characters in **ZWEIHÄNDER** often face insurmountable odds. Your Character may stand wrongly accused by a corrupt bailiff and threatened with maiming, be wholly devoured by an abomination in the depths of a haunted lake, plummet to their doom down the face of a cliff, succumb to sickness amidst a plague, drink from a cup poisoned by the hand of a rival, or accidentally blast their own head off while reloading a blunderbuss.

Simply being at the wrong place at the wrong time can result in an unfortunate end, as personal prowess alone won't remedy every situation. Chaos is a powerful force, and misfortune awaits you at every turn. This is where Fate Points come into play. Destiny, for whatever reason, has picked your Character above all others. Wittingly or not, you and your fellow player's Characters have been selected for some greater purpose.

STARTING FATE POINTS

When you first create your Character in the Basic Tier for a **ZWEIHÄNDER** game, you begin play with one Fate Point. However, if you elected to take a Drawback, you begin with two Fate Points instead. Record this on the first page of your Character sheet.

SACRIFICING FATE POINTS: Fate Points can be sacrificed at any point during a game session to escape Injury and death. They are akin to 'get out of jail for free cards', allowing your Character to rewrite the immediate past to change their future. We'll talk more about how Fate Points are used in **Chapter 8: Combat**.

STEP VIII: ALIGNMENT

In keeping with the critical themes that make up a **ZWEIHÄNDER** game, your greatest strength and deepest curse are one and the same, and that which shields you the most also cuts the deepest. Your Alignment choices give you access to both an Order and a Chaos Alignment, two sides of the same twisted coin. As you make decisions in your struggle for survival, the balance between chaos and order will shift within your Character's psyche and soul.

Alignment is a role-playing tool, meant to aid you as you determine the choices and judgments your Character makes.

ORDER & CHAOS ALIGNMENTS

Take a moment to decide just how these qualities came to be. What is the primary motivation for your character in life? A quick glance at your fate will be a passion for something, whether it be food, lucre, comfort, kindness, battle, knowledge or even salvation. It's important to consider the broader strokes of what you seek, as gameplay itself (and your decisions) will decide whether your pursuit is pure or corrupt.

ORDER ALIGNMENT: On even the rockiest of outcroppings, a wildflower blooms, a sign of stubborn life refusing to bend or submit. Despite the circumstances, or perhaps because of them, you possess an inner strength which refuses to be extinguished. Harmony, stability and hierarchy are reflected by the Order side of your Alignment.

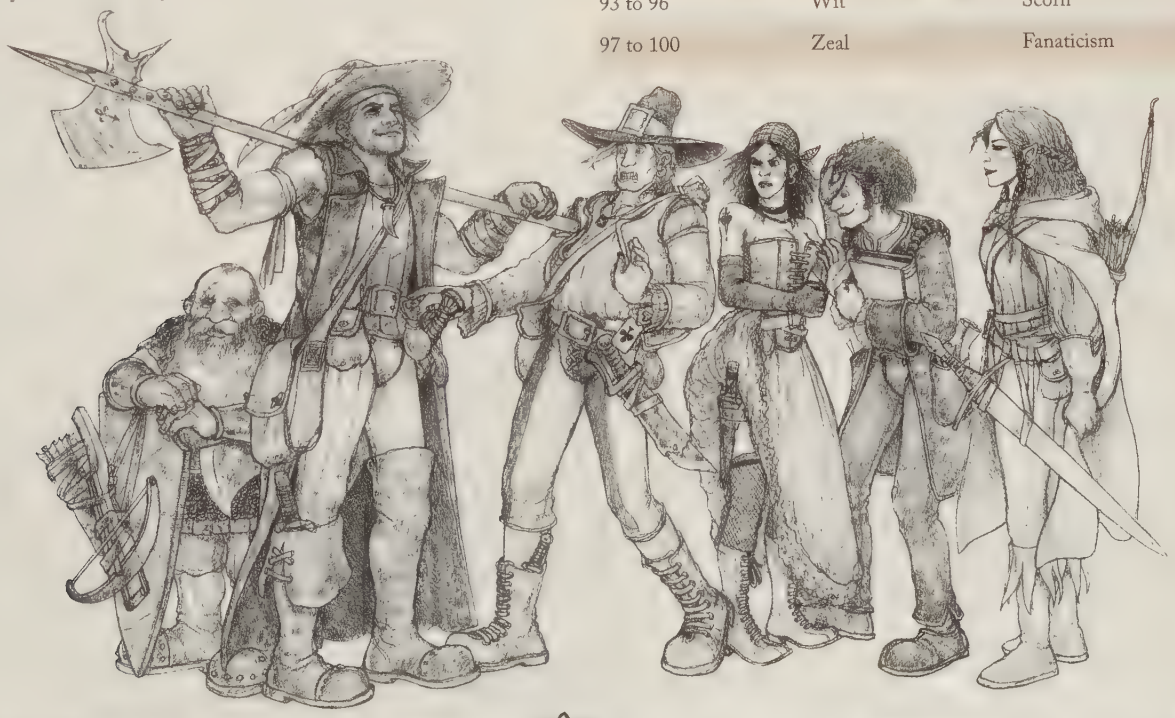
CHAOS ALIGNMENT: Internal conflict, madness and unfiltered sentiment are defined by your Chaos Alignment. You have given in to baser things, and perhaps become a mirror of the cruelty you once trembled from. Perhaps the madness of this world is just reflected in you. Dissonance, uncertainty and discord are reflected by the Chaos side of your Alignment.

DETERMINE YOUR ALIGNMENT

Alignment is generally treated as a pairing of two distinct, but similar, personality traits. Determine your Alignment by rolling D100, consulting the table below. Record it on the first page of your Character sheet. For instance, if Adaptation is your Order Alignment, Mayhem will be your Chaos Alignment.

Alternatively, roll D100 for your Order and Chaos Alignment separately for a more dynamic approach.

D100	ORDER ALIGNMENT	CHAOS ALIGNMENT
1 to 4	Adaptation	Mayhem
5 to 8	Ambition	Tyranny
9 to 12	Candor	Cruelty
13 to 16	Charity	Pity
17 to 20	Compassion	Melancholy
21 to 24	Cunning	Deceit
25 to 28	Dignity	Vehemence
29 to 32	Diplomacy	Hypocrisy
33 to 36	Duty	Fatalism
37 to 40	Enlightenment	Detachment
41 to 44	Ferocity	Hatred
45 to 48	Gentility	Cowardice
49 to 52	Gravitas	Vanity
53 to 56	Heroism	Martyrdom
57 to 60	Humility	Incompetence
61 to 64	Impiety	Heresy
65 to 68	Independence	Rebellion
69 to 72	Mystery	Exclusion
73 to 76	Pride	Arrogance
77 to 80	Romanticism	Lechery
81 to 84	Skepticism	Cynicism
85 to 88	Sophistication	Indulgence
89 to 92	Wisdom	Rancor
93 to 96	Wit	Scorn
97 to 100	Zeal	Fanaticism



ADAPTATION & MAYHEM

ORDER: Your eccentricity is pronounced. Your mind is curious. Your perceptive powers are formidable. You are, in fact, a savant, and find that your interests change as quickly as the weather. Whether a mimic, a sycophant or simply easily distracted, you adapt to new and changing social dynamics with ease.

CHAOS: You have a lack of focus and an idiosyncrasy that practically invites chaos into the lives of all who come into contact with you. Worse still, you thrive off the social turmoil you cause. Not meant to necessarily imply the wanton spilling of blood, mayhem is a general whirlwind of confusion that follows your actions.

AMBITION & TYRANNY

ORDER: You are driven to such an extent that no obstacle can possibly withstand your doggedness, as the crashing sea wears rocks into sand. You know what you want out of life and don't just hope to acquire it. In your mind, it simply will be. It is a trait you have shared with the greatest of all men: king, scholar, and warrior alike.

CHAOS: A natural leader, certainly, but towards all the wrong ends. You inspire those who listen to your words into a hateful fervor and possess a paranoid and vindictive streak that could almost certainly be your undoing.

CANDOR & CRUELTY

ORDER: You are direct and steady, a firm believer in the marriage of words and deeds. Others treat your proclamations with the greatest respect and never doubt that you mean what you say.

CHAOS: Your willingness to act on your words is vicious, potentially even vile. For others, to follow you or know your presence is to invite the pain you willingly impart.

CHARITY & PITY

ORDER: Your heart thrives on the notion that it is morally just to provide for the needs of others. While certain charlatans will attempt to prey upon your good will, your generosity will win you many friends and favors in return.

CHAOS: What you view as kind and giving, others view as condescending and mocking. You will never be accepted by those to whom you offer your hand in aid, as their perceptions were formed by generations of mistrust. What you naively view as good-hearted others view as manipulative and self-serving.

COMPASSION & MELANCHOLY

ORDER: You empathize with the struggles of others and offer your personal strength to those who lack it, defending any cause that you determine pure and just. You will inspire others to proudly rise up, and wise parents will offer your example to their children to help them sleep at night.

CHAOS: Your empathy for the pain of others affects you too deeply, clouding your focus and weakening your resolve. Your depression may manifest in many forms, from general social withdrawal to crippling anxiety to dangerous indecisiveness.

CUNNING & DECEIT

ORDER: Your mind is slippery and tactical, manipulating those whom you interact with towards ends you find favorable. You have a sharp instinct for escaping a parlay gone sour and never appear unnerved.

CHAOS: Your trickery and lies make you untrustworthy and unsavory to others and you are unlikely to be accepted as proper company. Friends are hard to come by as your words have no true value, and your machinations may entrap you in the end.

DIGNITY & VEHEMENCE

ORDER: You are composed and unflappable, a model of decency and proper behavior in even the most trying and delicate circumstances. You are likely to be trusted as someone who behaves in a way befitting their station, whatever that may be.

CHAOS: Your drive for personal gain will crush many beneath its bloated weight, friend, foe and kin alike. You possess the strictest selfishness. Any means is justified, as long as it fulfills your desires. In your mind, sacrifice is the price others pay to fulfill your vision.

DIPLOMACY & HYPOCRISY

ORDER: You fully understand the art of a true compromise and that words can be manipulated to achieve the necessary results. You are never single-mindedly committed to any course, recognizing that one must change with the tides of fate. This oft puts you a step ahead of those who are bound to illusory ideals.

CHAOS: Others see you for what you are; a charlatan and a liar, unwilling or unable to be held to your words. Your judgments and insights are seen as false, unlikely to be followed or trusted.

DUTY & FATALISM

ORDER: You have taken an oath, whether personal or formal, that guides your actions in all things. No amount of trickery, intimidation or bribery will sway you from your promises. Your dedication to one single ideal or task will follow you to your grave, no matter how soon or distant that may be.

CHAOS: Your dedication to a single ideal has twisted your idea of free will. Fate cannot be influenced by the actions of man. This stark world view can lead to inaction, a dark, gallows humor and a harsh lack of empathy for the suffering of others.

ENLIGHTENMENT & DETACHMENT

ORDER: Spiritual purity, recognition and meditation have given you an inner peace that no man or god can shake. You have accepted your place in society through simple indifference, acknowledging the acts of man as temporary and overwrought.

CHAOS: To the bulk of others, you are something of a mad hermit, too busy stargazing to notice or engage the realities of the world. Your thoughts are vague and muddled, offering no comfort or benefit to those forced to survive in the here and now.

FEROCITY & HATRED

ORDER: The will you possess is capable of moving mountains and comes with such a rush of passion and vigor that others are often forced into stunned awe. You are unlikely to break under torture or mental duress, possessing a well of emotional strength that at times seems unending.

CHAOS: The anger you barely contain explodes at inopportune times, burning all those close to you, both friend and foe alike. As such, you are likely to inspire hatred in those who have felt your abuse and seemingly calm situations may spiral out of control due to your impulses.

GENTILITY & COWARDICE

ORDER: Your simplicity is indicative of a pure heart, and never are your goals or desires second-guessed. You are most easily trusted and never taken as a threat, often to the eventual chagrin of those who misjudge you.

CHAOS: You are passive and cautious to the point of being almost crippled with fear of conflict, unwilling to exert your meager will in even very favorable situations. Others will prey upon you, bullying their wills upon you and you will never inspire more than pity among anyone else.

GRAVITAS & VANITY

ORDER: You have an aura of charisma, a depth of knowledge and great confidence; your words carry weight as others fully put stock in your abilities. You can inspire men or terrify them, but either way, they will listen.

CHAOS: Your dedication to your own self perfection is haughty and unseemly, and reflects your ugly judgment of those you see as lesser than you – which seems to be most everyone. The beautiful and accomplished will envy and hate you, the ugly and lazy will just skip straight to the hate.

HEROISM & MARTYRDOM

ORDER: Willing and able to make the ultimate sacrifice in a world where it may not matter, you are unafraid of facing overwhelming odds and draw personal strength from it. You recognize the value of the needs of the many.

CHAOS: You are possessed with a dedication towards ending your life in a way that you view befits your destiny. You are not just willing to offer yourself as sacrifice, you pursue that day with a morbid zeal, eagerly anticipating the day you can turn yourself into a fable.

HUMILITY & INCOMPETENCE

ORDER: You are self-aware and cautious, aware of the limitations of your own abilities and those of others. Your quiet nature does not attract the attention of predators and tends to place you in advantageous situations.

CHAOS: Foolish and without value is how others see you. Your simple, soft-spoken nature is the result of years of your egregious mistakes drawing the ire of others and creating needless complications Either way, no one will view you as capable or trust you with anything but the most menial of tasks.

IMPIETY & HERESY

ORDER: No god has fed your belly or filled your mug, nor will they make you stand on your feet or open your eyes in the morning. You are aggressively self-reliant and resistant to the manipulation of those who would have you bend your knee to an invisible man in the sky.

CHAOS: Unclean and wicked thing! Your actions are irreverent to the point of blasphemy and those who witness or know your nature will either be afraid of being banished to hell with you (or do their best to hasten that arrival).

INDEPENDENCE & REBELLION

ORDER: You have no time for kings, princes, silly outfits or the edicts of the powerful. As such, you're unlikely to get caught up in petty politics.

CHAOS: Alack, your intentions are valueless, traitor! You are an enemy to the crown and your actions are viewed as undermining the established order of peace. Your chances of being put down in a particularly horrible manner – as an example to others – are quite great.

MYSTERY & EXCLUSION

ORDER: You are an outsider and a bemused misunderstanding of your ways and culture help you sidestep all sorts of inconveniences. Your social situation is unclear, and therefore the paths before you are many – an advantage afforded to very few.

CHAOS: You are bizarre and exotic in a way most unsavory to those who expect a certain decorum, while those of the lowest station will find you uncomfortable at best and an outright threat at worse. You are likely to run afoul of the law and offend courts. Perhaps worst of all: you have a tendency to be noticed.

PRIDE & ARROGANCE

ORDER: Your deeds are associated with the very quality of your name. Everything you do is an extension of your prowess and will in a quest for self-perfection. In your eyes nothing less will do. This dedication will serve you well in many respects, and garner the admiration and praise of many.

CHAOS: You are haughty and disliked and your inflated sense of self-worth is an insult to others. You are inclined to view yourself as more capable than you are and others will be more than willing to correct your mistakes.

ROMANTICISM & LECHERY

ORDER: You are amorous but dignified, a great pleasure to be around and viewed as charming and clever. You make excellent company at dinner parties and know great songs for bawdy taverns. Whether a harmless rake or a flattering lady, you are well-liked in almost any company. Your imagination and lust for life flies in the face of contemporary social norms and your company is highly sought after because of this.

CHAOS: Your lust is insatiable and your predilections for physical, base needs tend to overwhelm your judgment. Perhaps worse, your taste in matters of the flesh can range from the unconventional to the unholy or even the sadistic.

SKEPTICISM & CYNICISM

ORDER: Nothing is as it seems, a lesson you've learned all too well and one that others seem too willing to repeatedly fail. You know better than to take anything at face value, believing in what your own eyes tell you and nothing more. Playing devil's advocate serves almost no risk and potentially offers greater reward.

CHAOS: Your absolute lack of faith has led you to many losses in your life: opportunities, love, wealth and friendship. While others leave the ship of despair and strive for a shore not visible, you take sick comfort that many of them will drown.

SOPHISTICATION & INDULGENCE

ORDER: Your appreciation of the finer things is more than just a way to impress others. You are not a snob, as you appreciate pleasures of all kinds and class, acknowledging quality wherever it exists. In addition, your knowledge makes you well-rounded and culturally accepted.

CHAOS: You unbecomingly pursue creature comforts with a sick zeal, taking far more than your share and greedily hoarding so that you can fulfill any want. You are the target of many a guttersnipe who will want to fill your belly and head with ideas… and empty your coin purse.

WISDOM & RANCOR

ORDER: You do not possess more knowledge than others; this simple realization is the pillar upon which your advanced insight is perched. You patiently ruminate on a great number of contributing factors, think first and speak later.

CHAOS: Regardless of a full head of hair or an upright back or smooth skin, at heart, you are old, cantankerous and cranky, set so firmly in your own knowledge and experiences that you snidely and openly dismiss others. You are viewed as a single minded codger, incapable and stodgy.

WIT & SCORN

ORDER: There is a science and an art to the way of words. Regardless of your proficiency with the former, you are a master of playfully manipulating the latter. Your cleverness can make mirth and stem the tide of an uncomfortable shift in a social engagement. Such mannerisms draw a willing audience to your charms.

CHAOS: You are in love with the very sound of your own voice, and no one is more impressed with your wordy *bon mots* than you are. Your barbs are weapons and you employ them liberally. You had best hope that you save a particularly saucy one for your tombstone, because you well might need it!

ZEAL & FANATICISM

ORDER: Your dedication to religious undertaking helps lead many a soul to greater understanding and provides the lost with a path to salvation and a sense of belonging. Others will be wary of crossing you, for it is believed that to cross you is to invite the wrath of higher judgment.

CHAOS: The hand of either a just or cruel god, your unwavering dogma will cause the suffering and misfortune of many you come into contact with. You are the personification of oppressive thought and will be viewed as a symbol of such. You shall be feared, but as a monster that must be hunted.

ROLE-PLAYING ALIGNMENT

Consider this axiom: an Order Alignment is not intended for you to steer towards, nor the Chaos Alignment to steer away from, to achieve some kind of nebulous success or neutrality. You should think of longer-term development arcs where your strengths either overcome your failings or tragically do not. Consider the best books, movies or video games you have experienced; you'll realize that this is how memorable tales are crafted and told.

Alignments make no distinctions between what is right or wrong; that is left for the players and the GM to decide. To what ends these Order and Chaos Alignments are deployed makes no moral supposition – for example, Heroism can easily be called upon in pursuit of a darker, nefarious purpose. Most importantly, don't consider the Order and Chaos Alignment comparable to a strict 'good' or 'evil' paradigm, no matter how you choose to act upon them.

CALLING OUT ALIGNMENT

When confronted with tense situations where you're uncertain how your Character would act, look to their Alignments. They provide a simple guide for how your Character perceives themselves and the world around them. However, if you're

stumped, call out your Alignment to the GM for inspiration. They can help guide your choices by providing a few additional options and provide incentives to help you find a desirable outcome. Don't be afraid to explain motives, out-of-Character at the game table, before your Character acts towards their Order Alignment! This is a helpful tool that can aid new role-players, particularly as they begin to understand what it means to call upon the axiom of Alignment.

Remember – your Character's Alignments are merely a guide. They do not strictly bind you to a specific outcome or behavior, but should help to define and reflect your Character's persona over the course of a campaign.

FIFTY SHADES OF MORALITY

While your Order and Chaos Alignment are intended as guidelines towards the values that your Character holds dearest, you are not a puppet held up by only two strings. The sort of one switch, knee jerk reaction to every possible scenario doesn't realistically reflect how a fully fleshed individual would, or should, react. If you treat it as a simple gimmick, expect it to lose significance at the game table. This applies both positively and negatively: if you consistently try to implausibly navigate your social interactions to take advantage of your Order Alignment, despite how ludicrous the situation, expect the GM to disallow (or even suspend for a length of time) any benefit. By the same token, if you use your Chaos Alignment simply as a tool to harass or bicker with others, there are swifter and easier punishments that can come to bear: your growing reputation as a madman, a child or a fool. That makes you an easy target.

CHANGING ALIGNMENT

Your Alignment may change over the course of a campaign. These sorts of changes are always the result of major events that transpire as you play your Character. Events that lead to such a shift in personality should be long in the making, rare or climactic enough to justify the change. Your Alignment may change due to a traumatic experience where your Character is faced with the death of a loved one or friend, a particularly glorifying or unvirtuous choice you made, a frightening conclusion to a long story arc, the effect of madness or any other host of instances you and the GM feel appropriate.

While we provide no specific guidelines for how and when you should change your Alignment, it is best to work with the GM to make these decisions together as a result of completing larger story arcs or distinct changes in personality.

TAPPING INTO ALIGNMENT

During every game session, you should strive to use one or both of your Alignments in interesting ways during social interactions with other Characters. This could be as simple as leaning on your Order Alignment during role-play, potentially influencing the game session in a unique way through the narrative or by making story-altering choices that lead to interesting (and potentially dire) outcomes. These situations should be unique and creative, drawing from the story how the narrative impacts your Character and how it plays towards their personality. The opportunities are endless! Throughout the story, the GM will present several instances during the game session where your Character should look to their Alignment to influence the narrative.

Don't create a situation where you simply justify one of your Character's decisions as playing to their Alignment. Actions speak louder than words. You should distinctly know – and should even call out during the game session – when your Character's Alignment flares, directly influencing the role-play and narrative!

> The Characters secretly investigate a dockyard murder at the behest of a criminal organization. As a part of this investigation, the GM plans to have the Characters encounter a pair of city guards who are attempting to cover up the murder. As the game session continues, Danziger Eckhardt comes face-to-face with the guards. Danziger could lean on his Ferocity Alignment at this moment, role-playing his dogged pursuit for truth by warding away the city guards with the threat of violence.

ALIGNMENT & RANKS

Moral relativism is a hallmark of a grim & perilous world. Your Alignments are distinct qualities of self that resonate within the moral morass, highlighting your strengths while exposing your weaknesses. Your Character's emotions shape how they perceive the world and in kind, how it changes them over time. Faced with moral dilemma, how will they rectify it within their mind? Will they lean towards the chaotic, using these events to justify future actions? Or, will they manage to see the fault in their actions, using it as a moral lesson to act in a more lawful fashion?

Alignment is tracked with ranks towards Order and Chaos, providing a measure of how your Character has influenced the world around them through their attitude, actions and deeds. Between each Alignment rests nine total ranks, a rating system that measures how closely you're aligned with both Order and Chaos Alignment. These ranks grow in each direction, changing over the course of the story. By making

tough, narrative choices driven towards selfish motivations, taking the 'easy way out' and use of violence to solve problems, you threaten to permanently change these attitudes (both narratively and mechanically). Ultimately, ranks are an axiom of values, representing the changing nature of your Character's moral choices with reference to their Order and Chaos Alignment.

At the end of each game session, your Alignment has a chance of moving by one step or more towards your Order or Chaos Alignment. There are many scenarios where the ranks may change. Overall, it will be as a result of your Character's personality flaring up at opportune – and inopportune – moments during the story. These narrative choices you've made as the Character will increase the probability that your Order or Chaos Ranks will change.

During play, you will keep track of a temporary value called Corruption. Corruption is bestowed upon your Character as you take actions the GM has deemed as potentially destructive, self-motivated, morally questionable or selfish. The more Corruption you accumulate during the game session, the more likely that your Order or Chaos Ranks will increase. You will temporarily earn Corruption under many different circumstances during a game session, generally at the behest of the GM. Below are a few examples:

- Carry through with narrative actions that may be deemed morally questionable, reprehensible or violent
- Channel Power to casting Magick
- Fail a Resolve Test to resist Stress, Fear or Terror
- Suffer a Moderate, Serious or Grievous Injury
- Reach Incapacitated! on the Peril Condition Track
- Violate your god's strictures if you practice divine Magick

For instance, your Characters manage to scare off a pair of thugs. One of these thugs gives up and tosses their sword down on the ground, while the other runs away to alert others to your presence. There are a few clear choices: do you eliminate the thug that's running away, killing him before they can further endanger your lives? Do you pick the thug off the ground and put a knife to their throat to warn the other guard to stop running? Or, do you simply take flight, trying to escort all of the hostages away before the thug come back with help? There is no right or wrong answer. However, these hard choices precisely shape how Corruption would be bestowed by the GM.

Your GM decides what actions may lead to accumulation of additional Corruption, within the context of the story, consideration of the ethical values in their campaign world and your Character's personal stake. When it is bestowed by the GM, you'll gain 1 to 3 Corruption for minor offenses, 4 to 6 Corruption for middling offenses and 7 to 9 Corruption for major offenses.

Nick's Character Grover Caldwell has an Order Alignment of Mystery and the Chaos Alignment of Exclusion. During the game session, the GM reveals a dangerous bit of information to Nick in secret. Grover now has the choice to reveal an important plot point to the other PCs or hold onto it. Unfortunately, knowledge of this information could prove potentially dangerous, putting Grover in a place of mistrust with his comrades. He decides it may be best to hold onto this information, alienating himself from the others while shutting them out from the mysteries that only he understands. As the story led to this moment, not revealing the information taps into his Chaos Alignment of Exclusion – placing his closest friends' life in danger. The GM, while satisfied that Nick was doing the right thing for his Character, bestows 1 Corruption.

END OF SESSION TALLY

At the end of every game session, the GM will roll a 1D10 Corruption Die to see if the effects psychologically scar your Character. If the result on the Corruption Die is equal to or less than the total Corruption you accumulated during this game session, you will increase your Chaos Rank by one step. If the result is more than the total Corruption you accumulated during the session, it increases your Order Rank by one step instead. If you instead have no Corruption, simply improve your Order Rank by one step.

However, if for some reason you earned in excess of 10 Corruption that game session, increase your Chaos Rank instead by one step automatically and roll against the remainder to see if you gain an additional Chaos Rank. You can never gain both an Order and a Chaos Rank in the same game session.

After rolling, erase the amount of Corruption you gained that game session, resetting it at zero for the next game session. Additional rules governing Corruption can be found in **Chapter 11: Game Mastery**.

Nick's Character accumulated 12 Corruption in one game session. He automatically gains one Chaos Rank and the GM rolls a 1D10 Corruption Die to measure the results against the remaining 2 Corruption to see if he gains an additional Chaos Rank. Fortunately, the results come in above, so it does not result in another Chaos Rank.

FORCES OF ORDER

The forces of Order are very real. Much like Chaos, it is outwardly fickle, favoring no one above another less they are exemplary, serving harmony and righteousness. Those who are self-sacrificing, willing to lay it on the line for the innocent and willing to mete out justice in the name of Order grow to become paragons, contributing towards your Order Rank.

When your Order Ranks are equal to 10, reward yourself with one Fate Point. This reflects the attention your patron god has given in your favor for acting in accord with the universal order. After you log your new Fate Point, reset both your Order and Chaos Ranks to zero. Your Order Ranks may increase again as you accumulate Corruption over the course of the story.

FORCES OF CHAOS

Chaos is also ever present, facing situations where intense fear and horror are at the forefront of the story, selfish actions and giving into anger and violence contribute towards your Chaos Rank.

When your Chaos Ranks are equal to 10, you gain a Disorder. A Disorder is a distinct change in personality, as you now suffer from permanent mental anguish and struggle with turmoil at the damage you've wrought. In cases for those who use Magick, it may also reflect an outward, metaphysical mutation from the wanton Abyssal Princes; dark gifts that inhibit rational, sane thought but grant a Faustian gift in return. Disorders are categorized by Addiction, Insanity and Mutation; and there are many different types of each. Assignment of a Disorder is always handled strictly by the GM, with consideration to your Character's travails.

After you log your new Disorder, reset both your Chaos and Order Ranks to zero. Your Chaos Ranks may increase again as you accumulate Corruption over the course of the story.

LOST & THE DAMNED: Your Character's Order and Chaos Ranks will change every game session, provided the pacing handled by the GM is set to underscore your Character's attitudes during climactic moments. Generally, you'll face at least one moral dilemma per game session, asked to follow the easy route or the difficult one. Depending on these choices, the number of points you gain is handled by the GM, influenced by the actions you take as your Character and in consideration of your Order & Chaos Alignment.

There is no upper limit to how many times Order and Chaos Ranks are moved and reset, outside of the GM's discretion. It continuously oscillates both directions as the story plays out, blossoming into additional Fate Points or manifesting into Disorders.

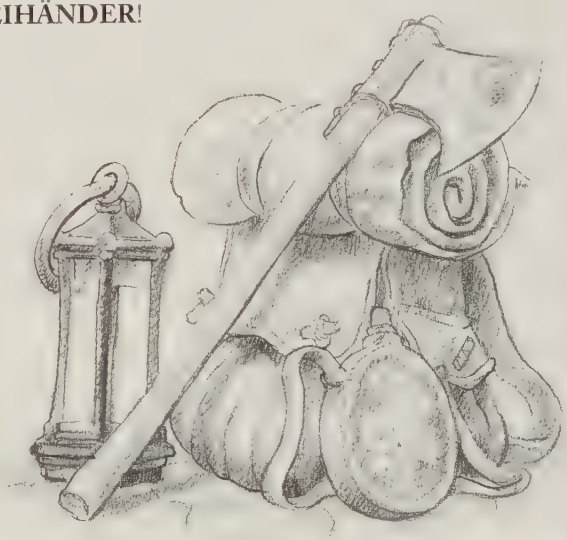
WHAT'S IN A NAME?

Players around the table will refer to you by this name during your in-Character conversations, so picking a name is very important to the Character creation process. You likely have already thought about your Character's name by this point in the process. Others tend to find naming their Character one of the most difficult decisions to make. After all, you're going to have to live with it for some time!

There really aren't any strict naming conventions you should follow. However, it is best to consult your GM to pick a name that is appropriate to the campaign setting. Always consider the campaign's milieu and other naming conventions that the GM may prefer before selecting a name. Selecting a name such as ***Bobby Badass*** may not fit within the context of a campaign set during the War of the Roses (but perhaps Bold Robert would). Similarly, silly names such as ***Carlos the Dwarf***, ***Pierce the Dickish***, or ***Karlore the Mayor of Wizard Township*** may not be acceptable. When in doubt, select something evocative that rolls off the tongue easily. Real world names tend to work, particularly if they evoke the age of old antiquity (Germanic-sounding names work well for those playing a campaign set in the world that evokes **ZWEIHÄNDER's** source material). Picking names with several consonants or unpronounceable words may be bothersome to other players and the GM. Don't be afraid to get creative! Evocative and colorful names such as Ser Sebastian Bastian, Blixa Killbride, Grover the Huckster or Little Lars the Ninefinger have a distinct ring to them; ones that aren't easily forgotten. Once decided, record your name.

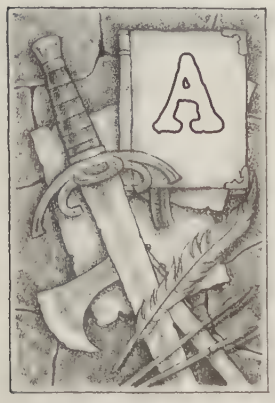
STEP IX: BUILD YOUR PROFESSION

Now that you have the basics of the Character creation completed, write down 1,000 Reward Points on the third page of your Character sheet. In **Chapter 4: Professions**, you'll spend these Reward Points to finalize creation. Once completed, you'll be ready to play a game of **ZWEIHÄNDER**!



DAILY HANGING
WORK
Wanted
Bold
Adventurers
Hear ye of valiant heart, and strong arm!
10 GC

PROFESSIONS



As the campaign progresses, your Character will acquire new abilities. After surviving dangerous journeys, unraveling vast political conspiracies, exploring the wilds, driving away horrific abominations and defeating the machinations of the just and unjust alike, the sum of these experiences drive your Character to improve in several different ways. In a grim & perilous world, loss means as much to the learning experience as victory. Forged through the fires of adversity, those who live take away invaluable knowledge and improve upon their proficiencies to be better prepared for future challenges.

Killing fantastical monsters may be the assumed way to improve Characters in some tabletop role-playing games; this is not so with **ZWEIHÄNDER**. This system advocates that players be appropriately rewarded for staying In-Character around the game table and playing towards your Character's Order and Chaos Alignments in tense situations. To reflect this, you gain what are called Reward Points (sometimes called 'RP'; and yes, the pun is intentional) – a form of currency you can spend on improving your Character's abilities.

You can generally assume that the GM will hand out between 50 and 100 Reward Points to each player at the end of each game session. Reward Points come from role-playing to your Character's Alignments, simple survival and participation in the adventure.

BUYING CHARACTER ADVANCES

As you gain Reward Points, you will spend them on Advances. Advances enhance current aptitudes and grow beyond what your starting Profession has given you access to. There are four different types of Advances you can buy with Reward Points:

PROFESSIONAL TRAITS: You pick up a unique knack your Profession is known for. Each Profession has just the one Professional Trait.

SKILL RANKS: You gain training and raw bonuses to your Skills, otherwise referred to by Apprentice, Journeyman and Master Skill Ranks. For each Skill Rank, you gain a +10 Base Chance to use that skill. Furthermore, Skill Ranks are cumulative; this means a Character who has purchased three Skill Ranks in a single Skill gains a bonus of +30 Base Chance to use it.

BONUS ADVANCES: You grow your Primary Attribute Bonus, rewarding you with a +1 bonus each time you purchase a Bonus Advance. For instance, if you have a [CB] of 4 and purchase a Bonus Advance in Combat, your new [CB] is now 5.

TALENTS: You gain knacks or special abilities which either augment a way in which a Skill can be used or provide a new option your Character may utilize. Talents, while diverse, help clarify some of the more distinct perks a Profession may employ.

In addition to the above Advances, your GM may allow you to spend Reward Points on Unique Advances. We'll talk more about this later.

At this point in the Character creation process, you should already know what Profession your Character begins in. It is assumed that your Character has spent their life so far in this Profession, but is approaching the beginning of a new path. You are able to completely customize your Character during the creation process – even if you and another Character share the same Profession.

You previously received 1,000 Reward Points during Character creation. These Reward Points must be spent to customize your Character before you can begin game play. This means you can mix and match Talents, Skill Ranks and Bonus Advances in any fashion you wish, uniquely crafting your Character before the game begins.

WHAT IS A TIER?

A Tier is measurement of competence, profiling a Character's experiences over the course of a campaign. Each Tier represents a collection of choices you've made. In **ZWEIHÄNDER**, there are three Tiers – Basic, Intermediate and Advanced. Before you can enter a Tier, you must improve certain characteristics and complete all of your current Profession's required training. However, as you move from the Basic Tier into the Intermediate Tier and then into the Advanced Tier, you may grow in ways more appropriate to the story and narrative, customizing your Character into someone truly unique.

Each Tier has a certain number of required Advances a Character must have before moving onto a new Tier (and thus a new Profession). The Basic Tier requires you to spend Reward Points in specific ways, outlined in each Profession's description. However, as you are promoted to the Intermediate Tier and then the Advanced Tier, these limitations are entirely removed as you develop your Character into a new Profession. Characters will automatically gain promotion into the next Tier by fulfilling all of the required Advances from the previous Tier.

BASIC TIER

When you first start out in your Profession during Character creation, you are already in your Basic Tier. You'll note that on each Profession's page there are several things you can purchase with Reward Points.

BUY PROFESSIONAL TRAIT: You must immediately spend 100 Reward Points to enter your first Profession. Find the Professional Trait your Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark the oval on the front page of your Character sheet called Basic Tier.

ICONIC TRAPPING: If you are starting Character creation in Basic Tier, you also gain one 'iconic' trapping for your Profession (e.g. *surgical tools* for a Barber Surgeon; *horse* for an Outrider; *prayer book* for a Preacher; *small but vicious dog* for a Rat Catcher). Work with your GM to find a suitable piece of equipment, selected from **Chapter 7: Trappings**.

SPEND REMAINING RP IN THE BASIC TIER: You should have 900 Reward Points remaining. Before you begin your first play session, immediately spend them however you'd like following the requirements below. Each of these Advances costs 100 Reward Points. You may purchase these in any order you desire.

- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain Skill Rank: Apprentice in these Skills. This grants a +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. Once purchased, go to the first page of the Character sheet and record each Talent and its related benefits.

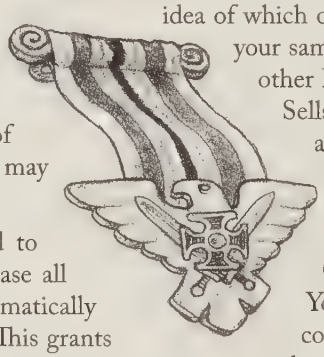
After spending all 1,000 Reward Points, you are ready to begin gameplay. Note that once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents for your first Profession, you are almost ready to move into the Intermediate Tier.

INTERMEDIATE TIER

The Intermediate Tier represents a new chapter for your Character. While they've spent most of their lives in their Basic Tier and in their old Profession, this new Tier represents a new perspective and new possibilities for their future adventuring life. While their experiences during their Basic Tier have given them a solid starting point, the Intermediate Tier is where you begin to be challenged in new ways. During the Intermediate Tier, you'll move into a new Profession and adopt its related techniques as you gain Reward Points.

SELECT A SECOND PROFESSION: The Intermediate Tier reflects what your Character is becoming, as opposed to who they were. Take under consideration the sum of events – the story, adventures and experiences your Character has gone through – before selecting a new Profession.

When moving into the new Profession, you continue to draw from your past and so never lose your old abilities or traits. Before moving into the Intermediate Tier, you should peruse the Professions that are within your Archetype to get an idea of which one you wish to enter. Providing it is within your same Archetype, you may move freely into any other Profession. For instance, perhaps you were a Sellsword who was recognized for their service and decorated while serving in an imperial army. This would be a good opportunity to consider becoming a Man-at-Arms. Or, maybe your Character was an unscrupulous Cheapjack, swindling and cheating others. Your Cheapjack may cast aside their gaudy copper-laden trappings of their previous career and take upon the mantle of an Artisan.



You may select freely any other Profession within the same Archetype. It is assumed that all Professions by Archetype share a common bond of training and is a fairly trivial matter to move between them. You may even qualify to move into an Expert Profession, providing you meet the listed prerequisites. For example, a Diabolist decides to continue their profane studies, adopting an Expert Profession as a Warlock.

Should you elect to move into an Expert Profession or another regular Profession outside of your Archetype, the GM must sanction the switch. Your GM may also require your Character to possess an iconic trapping to move into their second Profession (e.g. *lockpicks* for a Burglar; *carriage* for a Coachman; *suit of armor* & *military lance* for a Hedge Knight; *writing kit* for a Valet). They may even require of your Character to find a suitable trainer or means of employment that will lead to their future development.

BUY PROFESSIONAL TRAIT: You must spend 200 Reward Points to enter your second Profession, regardless of whether it's a regular Profession or an Expert Profession.

Find the Professional Trait your new Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark your Character sheet that you're now in Intermediate Tier.

SPENDING RP IN THE INTERMEDIATE TIER: You must fulfill the following minimum requirements before moving into the Advanced Tier. Each of these Advances costs 200 Reward Points. As before, you may purchase these in any order you may desire:

- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain a Skill Rank in these Skills. For example, if you already have Skill Rank: Apprentice from the Basic Tier, instead mark Skill Rank: Journeyman. Each grants a cumulative +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. If you already possess one of these Talents from a previous Profession, work with your GM to select an alternative one that suits the feel of the new Profession and your Character's experiences in the campaign thus far. Once purchased, go to the first page of the Character sheet and record the Talent and its related benefits.

Note that once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents for your second Profession, you are almost ready to move into the Advanced Tier.

ADVANCED TIER

The Advanced Tier is the final chapter in your Character's adventuring life, representative of their total growth over the course of the campaign. Challenges posed to your Character's Skills are likely easily overcome, as they've grown to such great heights that they can overcome obstacles in ways others cannot.

SELECT A FINAL PROFESSION: You should take under consideration the sum of events – the story, adventures and experiences your Character has gone through – before selecting a new Profession. When moving into the new Profession, you continue to draw from your past and never lose your old abilities or traits. Before moving into the Advanced Tier, you should peruse the Professions that are within your Archetype to get an idea which one you wish to enter. Providing it is within your same Archetype, you may move freely into any other Profession. Perhaps the Sellsword who became a Man-at-Arms was disgraced and shamed, leaving their previous life behind to become a Hedge Knight. Maybe the greedy Cheapjack turned Artisan took to the road to sell their wares, becoming a Coachman.

You may select freely any other Profession within the same Archetype. It is assumed that all Professions by Archetype share a common bond of training and is a fairly trivial matter to move between them. You may even qualify to move into an Expert Profession, providing you meet any of listed prerequisites. For instance, a Diabolist turned Warlock may finalize their insidious learnings, adopting the Black Magister Expert Profession.

Should you elect to move into an Expert Profession or another regular Profession outside of your Archetype, the GM must sanction the switch. Your GM may also require your Character to possess an iconic trapping to move into their final Profession (e.g. *astrolabe* for an Astrologer; *prayer book* for a Preacher; *skiff* for a Smuggler; *balaclava* & *dark clothing* for a Vigilante). They may even require of your Character to find a suitable trainer or means of employment that will lead to their future development.

BUY PROFESSIONAL TRAIT: You must spend 300 Reward Points to enter your third and final Profession, regardless of whether it's a regular Profession or an Expert Profession. Find the Professional Trait your new Profession confers your Character in the pages ahead. Once purchased, go to the first page of the Character sheet and record your Professional Trait and its related benefits. If your Profession has a Special Trait and Drawback, record these onto your Character sheet as well. Mark your Character sheet that you're now in the Advanced Tier.

SPENDING RP IN THE ADVANCED TIER: You must fulfill these basic requirements before completing your Advanced Tier. Each of these Advances costs 300 Reward Points. As before, you may purchase these in any order you desire:

- Your new Profession has several Skills tied to it. You must spend Reward Points to purchase all ten of these Skills. Once purchased, you automatically gain a Skill Rank in these Skills. For example, if you already have Skill Rank: Apprentice from the Basic or Intermediate Tiers, instead mark Skill Rank: Journeyman. If instead you already have Skill Rank: Journeyman from the Intermediate Tier, instead mark Skill Rank: Mastery. Each grants a cumulative +10 Base Chance to use that Skill. Mark the ovals for each Skill Rank on the front page of your Character sheet.
- Each Profession has a list of Bonus Advances tied to it. You must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to one Primary Attribute Bonus. Once purchased, go to the first page of the Character sheet and mark the oval that says Advances beside the related Primary Attribute. Adjust the related Primary Attribute Bonus.
- You must purchase the three Talents listed in your new Profession's description. If you already possess one of these Talents from a previous Profession, work with your GM to select an alternative one that suits the feel of the new Profession and your Character's experiences in the campaign thus far. Once purchased, go to the first page of the Character sheet and record the Talent and its related benefits.

Once you have purchased the Professional Trait, ten Skill Ranks, seven Bonus Advances and three Talents, you have completed the Advanced Tier. Your Character has officially reached the upper limits of their potential in **ZWEIHÄNDER**! Your GM probably has in mind an end to the story, where you and other player's choices have culminated into a climactic end. Likely it will be a big blow-out game where all of your past trials and tribulations come to an end, resulting in either your death or retirement and your story becoming part of the chronicles of the campaign world. Or, perhaps the GM may let the story continue as you play your Character as an epic representative of heroism.

UNIQUE ADVANCES

In select cases, the GM may feel your Character has earned a special reward, either from good role-playing or the completion of a major story arc. While there are normally other prerequisites set in place by the rules to govern how you can purchase Focuses and Talents, your GM may override these requirements at their discretion.

> In their Intermediate Tier, Characters spent a number of months in the frigid north, mostly in the wilderness, living off the land for food and water. The GM decides to allow each player to purchase any one Focus in Toughness for 100 Reward Points.

Similarly, you may have a very good justification to begin play with a Skill or Talent your Profession is barred from gaining during the Character creation process. Under these conditions, consult your GM and provide a logical, story-based justification to begin with a Unique Advance. The GM will make the final decision regarding whether you acquire it.

> Your Character spent the majority of their youth lashed to the 'wheel of pain', grinding grain for slave masters. The GM decided to let your Character begin play with the Long-winded Talent.

FOCUSES: You'll note that all Skills possess specific Focuses. These are special perks which allows you to use your Skills in distinct ways with an additional bonus. In essence, a Focus allow you to ignore the Peril Condition Track whenever making a Skill Test, providing that the way you use your Skill is somehow tied to the Focus.

> Lyndon Geneveux is attempting to woo a number of ladies-in-waiting as an attendant at court. He knows it will require use of the Charm Skill. Drawing upon Charm (Focus: Seduction), he indicates that his gift for seduction may come in handy, allowing Lyndon to overcome his current Peril Condition penalties.

Although you are not required to purchase Focuses, you can pick them as you wish using Reward Points as a Unique Advance. Any time you possess a Skill Rank in a Skill, you may purchase one of its related Focuses for 100 Reward Points, or 50 Reward Points if you have the appropriate Upbringing from **Chapter 3: Character Creation**.

You may possess more than one Focus in a Skill. You may purchase a number of Focuses in a Skill equal to your [IB]. This means if you have an [IB] of 7, you may purchase up to 7 Focuses per Skill. As your Character grows over the Basic, Intermediate and Advanced Tiers, their [IB] may grow, thus enabling you to purchase additional Focuses.

LANGUAGES: For socially-inclined Characters, it may be a good idea to learn new dialects. You may spend 100 Reward Points to pick up a new language as a Unique Advance. This is always at the discretion of the GM, who may impose additional limitations on how quickly you can learn a language, outside of the normal expenditure of Reward Points.

MAGICK SPELLS: For those Characters who possess the Special Traits of Arcane Magick or Divine Magick, you may spend your hard-earned Reward Points to learn Magick spells as a Unique Advance. Learning Magick is covered more thoroughly in **Chapter 10: Grimoire**.

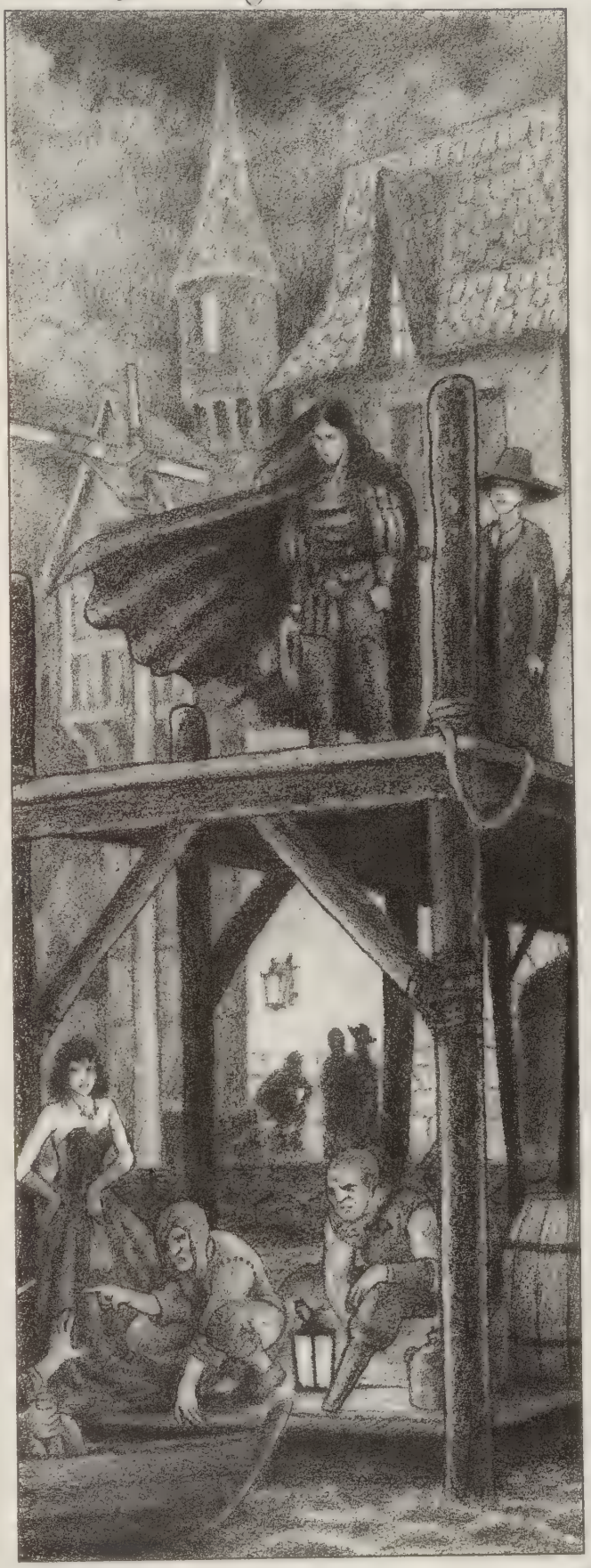
ENDLESS OPTIONS

ZWEIHÄNDER provides a wealth of options for players to consider. This decision can be a bit overwhelming to players new to the system. We encourage you to select your second and third Professions based on the progress of the story and how it relates to your Character's personality. While some players may wish to plot out their entire Character's path of growth ahead of time, we discourage this sort of behavior. We openly advocate that you set aside any predetermined notions about the 'best build' and discard other traditional approaches for 'min/maxing' your Character's abilities. Let the narrative and choices you've made shape your Character's next Profession.

BUYING SKILL RANKS OUTSIDE YOUR PROFESSION: In some cases, you may not have the Skill Ranks requirements needed to enter an Expert Profession. If you are looking to move into an Expert Profession, but do not have the appropriate Skill Ranks, your GM may allow you to buy a different Skill with Reward Points under the following conditions:

- You can either purchase an open Skill Rank you have yet to acquire, or replace a Skill Rank you have already purchased.
- You must spend double the Reward Points to purchase the Skill Rank. As an example, if you are in the Intermediate Tier, your Character Advances normally cost 200 Reward Points. This means it would cost you 400 Reward Points instead.
- You cannot buy more than one Skill Rank in the same Skill within the same Tier. As an example, this means you cannot purchase two Skill Ranks in Incantation in the Basic Tier or three Skill Ranks in Intermediate Tier.
- The GM may require of your Character that the find a suitable trainer or means of employment in order to obtain the new Skill Rank.

Note that you cannot acquire a Professional Trait, Drawback or Special Trait with Reward Points under any circumstances. You must gain them under normal means (e.g. gain the Drawback or Trait by belonging to a Profession that confers them).



PROFESSIONS

Professions are arranged alphabetically, using the following format:

NAME: The general name that the Profession follows. These names are merely a guideline; your GM may have very different ideas about how each Profession is named and can change them to suit their campaign world's milieu.

Following each Profession is a general explanation of its role in the world. Whenever considering how your Character's Profession influences their background, you can refer to this description to form a better idea about who they were before they took on the mantle of an adventurer (or who they will become if moving into this Profession).

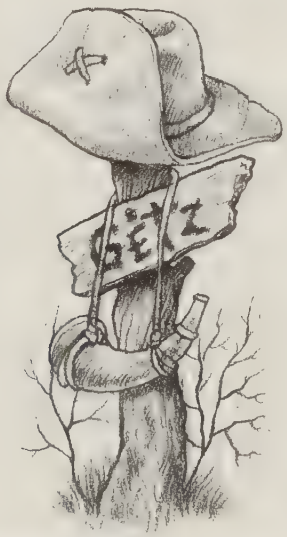
PROFESSIONAL TRAIT: Every Profession possesses a unique knack, an ability that no other Profession has access to. The Professional Trait immediately follows the Profession's description.

SPECIAL TRAIT: Although not every Profession has a Special Trait, it may provide further insight and specializations your Character will possess. Professions which gain access to Magick are indicated below with an asterisk (*) beside its name.

DRAWBACK: Much like Special Traits, some Professions possess a Drawback. These Drawbacks are generally unique to that Profession, providing background information and distinct mechanics you must adhere to with your Character

ADVANCES: Professions all possess Advances, which you must spend Reward Points on in order to enter the next Tier:

- **Skill Ranks**: Every Profession has access to ten Skill Ranks.
- **Bonus Advances**: Every Profession has access to seven Primary Attribute Bonuses.
- **Talents**: Every Profession has access to three Talents.



PROFESSIONS

Adherent *	Hedge Knight
Anarchist	Hedgewise *
Anchorite	Highwayman
Animal Tamer	Informer
Antiquarian	Investigator
Apothecary	Jailer
Artisan	Jester
Astrologer *	Laborer
Bailiff	Man-At-Arms
Barber Surgeon	Militiaman
Beggar	Monk
Berserker	Old Believer
Boatman	Outrider
Bonepicker	Peasant
Bounty Hunter	Pilgrim
Bravo	Pit Fighter
Buccaneer	Preacher *
Burglar	Prostitute
Camp Follower	Provocateur
Charlatan	Pugilist
Cheapjack	Racketeer
Coachman	Raconteur
Courtier	Rake
Cultist *	Rat Catcher
Diabolist *	Reeve
Doomsayer	Scribe
Dragoon	Sellsword
Engineer	Servant
Entertainer	Slayer
Envoy	Smuggler
Footpad	Squire
Fop	Trapper
Gambler	Vagabond
Gamekeeper	Valet
Graverobber	Vigilante
Guttersnipe	Watchman

ADHERENT

Adherents belong to ancient orders that embrace asceticism, taking vows to live lives of meditation and prayer. Generally female, most live cloistered in convents dedicated to years of religious devotion and worship, having abandoned both links and trappings to their former lives. Most orders are self-sufficient, adherents growing their own food and making their own clothes. Such cloisters also offer succor to wandering travelers and even medical treatment. Other Adherents become itinerant priests, accepting alms in return for midwifery and animal husbandry, spreading charity, and educating everyday folk. While most Adherents typically abstain from pleasures of the flesh, some convents promote hand-fasting within their order to bring harmony to the church; these are often arranged between male and female members of the order with little choice in partner.

Many grow flinty with age, hardened and worn by their faith and chastity. Each holy order is different, but all advocate peace, charity and temperance while casting aside violence, greed and luxury. A rare few though, profess aberrant views, worshipping darker gods with profane names best left unspoken in polite company. Such Adherents take great measures to hide their true allegiance, secreting themselves into cults where sex Magick, sacred prostitution and ritual sacrifice are accepted forms of worship.

ADHERENT ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Multilingual

TURN THE OTHER CHEEK

So as long as an Adherent makes no attempt to harm another, they are above reproach. But those who walk in blood-stained clothes with a sword at their waist may send the wrong message, allowing others to ignore the Adherent's pacifist ways.

Effect: Any creature that is classified as a Humanoid (including player Ancestries) suffer a -20 Base Chance to strike you with attacks, until you initiate violence towards them or their allies. In addition, you automatically understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

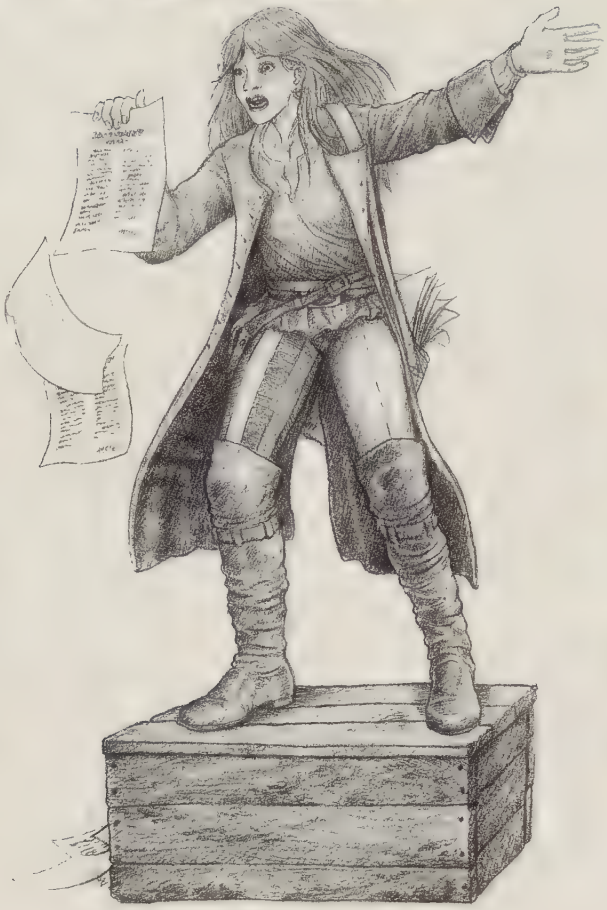
You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The lust for Magickal power corrupts all, indistinct from its most brazen or conservative practitioners.

Effect: Whenever you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.



RABBLE-ROUSING

Manipulating crowds with inflammatory words is one of the Anarchist's primary strengths. You foment rebellion with half-truths, interspersed with little white lies to egg others on. It also turns those so incited to their side, raising pitchfork and torch in their stead... that is, until things go terribly awry.

Effect: Whenever you fail a Guile or Leadership Test, you may re-roll to generate a better result, but must accept the outcome.

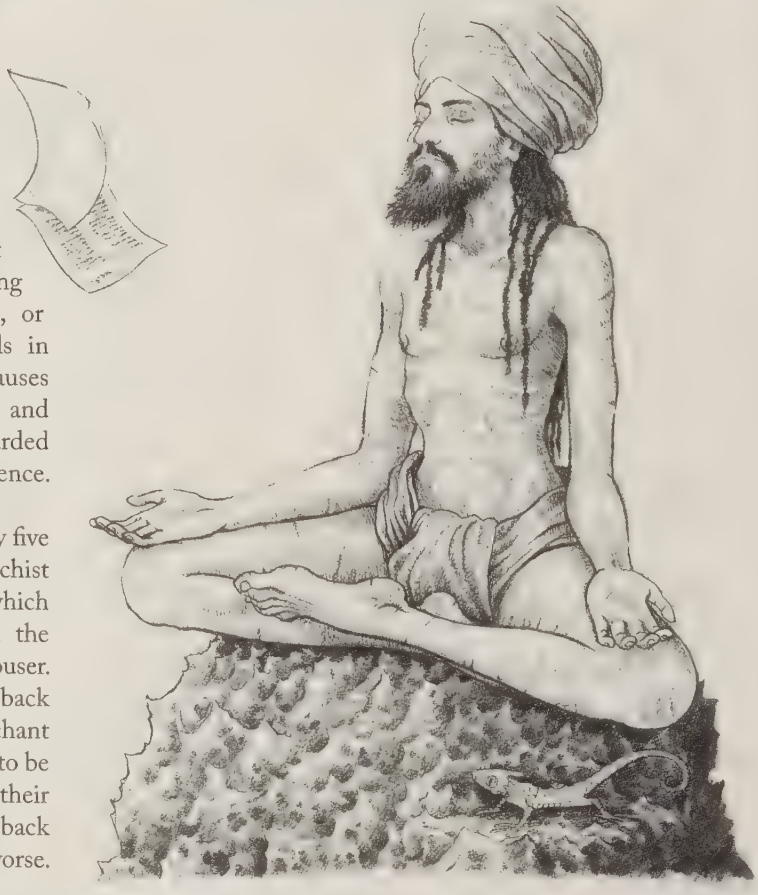
ANARCHIST ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Forked Tongue
SKILL RANKS	Scrutinize	TALENTS	Impervious Mind
SKILL RANKS	Simple Ranged	TALENTS	Long-winded

ANARCHIST

When firebombs rain down on town hall, nobles are in the stocks and pelted with fruit and even when the tax on beer is lowered, the Anarchist stands in the shadows laughing. At best a champion of causes – at worst a chaotic nihilist – the Anarchist lives to foment change. Organizing rallies, leading protests, exhorting for change from street corners, or tarnishing a noble's reputation, the Anarchist revels in the thrill of it. Though some do believe in the causes they extol, many simply want to see authority wither and power crumble. And if the Anarchist is richly rewarded once change is enacted, then that is merely coincidence.

Anarchists are not immune to their own tricks. For every five revolutions that go right, one goes wrong and the Anarchist ends up on the run from very powerful enemies. In which case, the life as an insignificant adventurer is often the perfect alibi for the excommunicated or exiled rabble-rouser. Sometimes however, their lies and triumphs can come back to bite them. Whether a scorned aristocrat with a penchant for torture or a count overthrown as a dictator, both can to be powerful enemies should the Anarchist be the cause of their downfall. Then the Anarchist is likely to find themselves back in the public forum they once loved, flogged… or even worse.



ANCHORITE

Though almost everyone believes in some sort of god or divinity, very few believe that they can survive on their faith alone. Not so the Anchorite. Religious hermits, Anchorites spend months, even years in the wilderness, isolated from civilization, willingly to sacrifice everything to become closer to their god. Here they subsist on bugs and dew, as any time spent hunting or eating is time wasted not meditating. Anchorites exist within all faiths. Whether a priest of the Leviathan meditating on a coral atoll or a priest from the mysterious east conditioning their body via rigorous martial training, an Anchorite will reduce themselves to little more than a leather-clad skeleton before they finally see into the divine eye.

When they do achieve enlightenment (though few reach this point) they are exalted and jubilant, even feeling invincible now that their god's divine mantle has been draped on their shoulders. Some take to wandering to preach the word of this achievement. Anchorites are tenacious, worldly and nature-loving, but their faith can inspire great deeds and even greater powers. Not everyone appreciates a religious follower who exalts the virtues of meditation, though. Whether it be jealousy, doubt or just pure hatred of civilized religion, blasphemous creatures immensely enjoy the breaking of an Anchorite's faith, even if it doesn't bend until they gasp their last breath.

SACRED MANTRA

Uttering the sacred 'om' numinous sound, you can tap into the divine vibrations of the Æthereal Veil. Deep within a spiritual trance, you are able to bend reality to restore vigor and mend your mind, healing both the spirit and the physical body, from within.
Effect: You may enter a sacred trance for one hour. If you succeed at a Resolve Test at the end of the trance, you expel all Intoxication and Poisons from your system.

ANCHORITE ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCE	[AB]
SKILL RANKS	Folklore	BONUS ADVANCE	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCE	[CB]
SKILL RANKS	Heal	BONUS ADVANCE	[IB]
SKILL RANKS	Resolve	BONUS ADVANCE	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCE	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCE	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Clinch Fighter
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Toughness	TALENTS	Impervious Mind

ANIMAL TAMER

Whether they be wranglers, rustlers or even sellers of horseflesh, Animal Tamers tend to live solitary lives with those creatures they handle. Brusque at times, even boorish, they typically carry the stench of the pen, replete with dung between their cleats and straw matted within their hide leggings. The lowliest train pigeons, ferrets and cats. Middling Animal Tamers breed hunting raptors and war dogs. Rarest are the ones who break, dominate and train bears or other foreign beasts raised in captivity. Some are even capable of taming the dangerous komodo raptors of the south or the mysterious rocs flown by certain elves; by far the most dangerous animals to tame, if they can be properly tamed at all.

The smallfolk have a particular fondness for the bear-baiter, as these Animal Tamers act as ringmaster of a menagerie or carnival. Employing brightly-colored clothing and large mustachios, they are well-paid to command shambling bears, thundering elephants and other twisted, foreign chimera to perform stupid tricks that only simple folk would be entertained by. Of course the crowd wishes to see these dangerous creatures perform, but also secretly yearns to see master of ceremonies torn to shreds, stomped into a pulpy mess or swallowed whole by the very creatures they command!

BEASTMASTER

While the stench of manure and musk cling to their clothes, the Animal Trainer seems to be akin to the creatures they train. They may even emulate some of their more unusual behaviors, but only for the sake of befriending those same creatures.

Effect: You can use your Handle Animal Skill to not only tame and train creatures which are classified as Animals, but also those which are classified as Beasts. Whenever you attempt to tame and train Animals and Beasts, you may flip the results to succeed at Handle Animal Tests. When you succeed, it is always considered a Critical Success.

ANIMAL TAMER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Clinch Fighter
SKILL RANKS	Survival	TALENTS	Gallows Humor

ANTIQUARIAN

From the bustling academies of the great cities to the loremasters who gather the young about a fire, no society lacks those who desire to embark upon the quest for knowledge. The Antiquarian dedicates themselves to the joys and challenges of higher learning. History, heritage, philosophy and other pursuits are their passion. For every question answered, two more arise. Their studies become a journey unto themselves, embarking along a path to seek the truth of the world around them. This is the ideal Antiquarian; sadly, even in a time where education is a privilege, some take their studies for granted; spending time cavorting in taverns or attending bawdy troupe shows, leaving their letters for another day.

When on break from studies or even given obscure assignments by their lecturers, Antiquarians will venture the wilds and forbidden places in search of lost knowledge – uncovering lost runes and skeletons of the past. There is a reason society supports those who undertake such journeys – knowledge is power. A single key piece of information is capable of delivering salvation or damnation far outreaching the sharpest steel. Some will be called to advise those in power or to teach and mold the next generation. The accompanying temptations can distract even the most rigid Antiquarian, while others find their hunger for answers raises questions that society is not ready to answer. Right or wrong, more than one Antiquarian has been branded a heretic for looking into things man was not meant to know...

BOOKWORM

The Antiquarian has spent many years in the dark, cold recesses of libraries reading histories and treatises of far-flung lands and their inhabitants. Although your skin may be pale as parchment from all those years spent scouring bookshelves, your mental acuity is virtually unparalleled.

Effect: Multiply your [IB] by three to determine how many Focuses you may possess.

ANTIQUARIAN ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Secret Signs
SKILL RANKS	Survival	TALENTS	Worldly

APOTHECARY

Whilst the Barber Surgeon seeks to cure the ailing, it is the Apothecary who brews the medicine. Distilled from natural (and sometimes unnatural) elements acquired by Old Believers, Apothecaries apply their knowledge to create a multitude of archaic remedies. These medicines treat infections with solutions of wine, ward away miasmas and 'unhealthy fogs' with pastes and reduce pain originating from venereal disease and even a skinned knee with the application of simple unguents. Indeed, the Apothecary is seen as every bit important as the village Barber Surgeon, but with a license to brew. Whether any of these potions work is much debated, as more than a few have died from too many doses or succumbed to crippling addiction. Most Apothecaries simply shrug and call it the will of nature, returning to their pestles and flasks to fulfill the demand for their treatments.

Often, ingredients will be too risky for others to gather, so Apothecaries must pick up their flasks and set out in search of their reagents. Of course, not every Apothecary is a humanitarian. Some do so purely for profit, taking advantage of good-natured people with quackery. Others create illegal opiates for consumption by those who can afford it, working with criminal syndicates to dispense their drugs. But never double-cross or underpay an Apothecary, as academicians roundly agree that there's a thin line between medicine and poison. Any sort of medicine taken in large enough doses can be made into concentrated death… quite a few enterprising rich widows have made use of the Apothecary's knowledge in this fashion.

NOSTRUM REMEDIUM

Sometimes, the old ways are best. The Apothecary's understanding of natural medicines and country remedies produces pure, undiluted concoctions that yield impressive results. You are trusted by wives and husbands as being a medical Doktor in your own right. But a canny chirurgeon may see through any deceptions should you try to ply quackery or fraudulent medicinal potions.

Effect: You may flip the results to succeed at Alchemy Tests. When you succeed, it is always considered a Critical Success. In addition, you never suffer Peril as a result of failed or Critically Failed Alchemy Tests.

APOTHECARY ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Nerves of Steel

ARTISAN

Butcher, baker or candlestick maker, Artisans produce the trappings of civilized life. Through years of training and practice, they hone skills until their hands move by instinct and their eyes spot imperfections, exhibiting a precision and expertise unmatched save by their peers. This, and membership of a guild, is what sets them apart from the common Laborer. The guild is both fraternal society and closed shop, keeping the integrity of their trade by preserving the more advanced techniques for its members only. These 'mysteries' are what produce castle-forged steel, steam engines and the myriad other rare but needed items in modern times. Whatever their trade, all Artisans take immense pride in their work.

While some Artisans do run their own business, most are subject to their guild's statutes and bylaws. A rare few venture out to perform dangerous tasks, as most Artisans simply aren't cut out for a life of adventuring. Instead, they tend to help their neighbors in other ways. A local brewmeister may host the secret meetings of revolutionaries beneath their workshop. Another may craft black market weaponry for a local fence to sell off. The local butcher may serve darker purposes, finding that vagrants better serve society fed to their pigs or ground up into a warm meat pie. One way or another they must support their neighbors – whether that leads them to ruin is another matter.

GUILD PRIVILEGE

The Artisan's pursuit of perfection is unparalleled. Whenever they pick up a new trade, it comes easier to them than others.

Effect: Whenever you purchase a Focus in the Tradecraft Skill, you instead gain three Focuses. This means you may exceed the normal limits for Focuses set by your [IB], but for Tradecraft only.

ARTISAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Long-winded
SKILL RANKS	Warfare	TALENTS	Strong Jaw

ASTROLOGER

Where everyone else simply gazes up at the same night sky and stares in awe at the majesty of the stars, the Astrologer makes the heavens their bread-and-butter. They not only mark the passage of the stars, the sun, the moon and other celestial bodies, they also assign important meaning to them. Zodiacs, movements of tides, divine providence and even your future can all be divined through the erudite interpretation of these pinpricks of light. The Astrologer is not just speaking hearsay; the heavens are indeed Magickal, and the year of your birth has just as much effect on your life as your profession will. Rarely respected, often labeled crackpots or fringe scientists, Astrologers simply ignore such jibes and put their faith in their telescopes, star charts, tarot cards and astrolabes.

Astrologers often attest that ancient civilizations had greater knowledge of the heavens and the soul, so are prepared to explore abandoned libraries or dark crypts in search of charts of heavenly bodies long lost to time. Highly intelligent and inquisitive, Astrologers often jump to conclusions and apply meaning to things that have no meaning. Reading too much into these meanings sometimes ends with the Astrologer dead or missing, having wandered wide-eyed into a parlay with Skrzzak or allowing the whispers of an Abyssal host lead them astray. More often than not, an Astrologer's love for Magick and the heavens is their undoing.

ELDRITCH SIGNS

You have peered towards the skies in hope of answers, both earthly and sorcerous. In that, the mysteries of the zodiac reveal their terrible truths.

Effect: You automatically gain all of the following Focuses in the Incantation Skill whenever you enter this Profession: Astrology, Card Reading, Dream Interpretation, Hypnotize, Palmistry, Scapulimancy and Scrying. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.

Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells whenever you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: LURE OF POWER

The lust for Magickal power corrupts all, indistinct from its most brazen or conservative practitioners.

Effect: Whenever you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

ASTROLOGER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Azimuth
SKILL RANKS	Simple Ranged	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Secret Signs

BAILIFF

Everyone locks their doors when the Bailiff comes to collect. The Bailiff's main job is guarding the various major roadways that cross the lands. Roads are expensive to build and maintain, so the Bailiff is employed by local government to collect tolls for those that use them. Besides collecting road tolls, the Bailiff undertakes other bureaucratic tasks in the towns where they are appointed, including tax collector,

debt collector, and local government strong-arm. The Bailiff wears many hats, but townspeople hate them all. Some may be corrupt, other just try to do their job, but when the job is to take people's money, respect is the last thing earned.

A Bailiff can lose their job for slightest of reasons. Whether it is because belligerent peasants have driven them out of town, they embezzled the taxes from their lord or local government no longer needing their services, the Bailiff often finds themselves forced out onto the road in search of another post or something hopefully better. Often seen as no more than a pampered official, the Bailiff's varied responsibilities and occasional need to fend for themselves, makes them broadly skilled, from intimidation tactics to advanced combat maneuvers. Bailiffs often quest to return to a lord's good graces, to obtain a need employer, or simply to engage in exploitation and thuggery. It remains rare for Bailiffs to gain respect, admiration or safety; not only do their customers hate them, Mutants are equally as happy to have them for lunch.

PAY THE PIPER

When the tax collector makes his demand for recompense, those debts are always paid in full (at the pain of a beating, or worse).
Effect: Whenever you fail a Bargain or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

BAILIFF ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[AB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Menacing Demeanor
SKILL RANKS	Toughness	TALENTS	Meeting of the Minds

BARBER SURGEON

No one is more important to the health of a small town or the soldiers' camp than a solid, experienced Barber Surgeon. Trained in the razor – both to groom the flea-ridden heads of travelers and to perform base acts of healing – they are the medical care that the poor and the burgeoning middle classes can hope for, or expect. They shave, cut and groom the people during the best of times, while they cut, sew and stitch the wounded in the worst of times. Treatment of bunions, toothaches and the like fill the times in between.

You can always tell when a Barber Surgeon's shop is near; a red striped pole dressed with blood-soaked gauze hung outside to dry is more a point of comfort than disgust.

Bleeding, leechcraft and expression of the humours is intrinsic to their trade and their learning. The esoteric ways of Galenic medicine are well-regarded by the superstitious and the ill-educated as the only way to treat the sick. Their surgery is a messy act, often being outside the understanding of most Barber Surgeons. Thus they are frequently to their patients as a butcher is to a side of beef; imperfect, sanguine and willing to cheat their customers to save a bit of coin. Anyone unfortunate enough to rely on the animal mender's skills in times of duress will become a field of scars, or simply bleed to death. As they say, a Barber Surgeon for a toothache, a Plague Doktor for a rotted, mutated hand.

PLIERS... SCALPEL... BONESAW

With an assortment of bizarre and frightening instruments, the Barber Surgeon sees to 'curing' the wounded. Where bonesaws fail, the machete can hack through all that sinew and bone to remove a patient's bothersome, gangrenous limb.
Effect: Whenever you successfully bind wounds to heal Damage, your patient moves one additional step up the Damage Condition Track positively. In addition, you always succeed at Heal Tests to prepare bandages.

BARBER SURGEON ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Knifework

BEGGAR

The rich get richer and the poor get poorer in these trying times, with the Beggar evidence of just how poor you can get. Beggars are common in large cities, drifting in crowded marketplaces and digging in rubbish piles hoping for a piece of scrap. Every small town its own local tramp, or Beggar. Any number of misfortunes can drive you to the life of a Beggar: debilitating sickness, a terrible war wound or even psychological scarring. Such erstwhile unfortunates make their lives on the streets, clutching a chipped and cracked alms bowl to beg for a pfennig. Here they learn various underhanded skills and to know who will fill their bowls and who will kick them in the stomach. Few burghers and even fewer aristocrats have any sympathy for these poor wretches. Beggars remain stalwart and strangely optimistic that their lot will improve. Leaving behind the broken bowl and picking up a stolen knife to become an adventurer is a way to improve their lot; many see it as an infinitely better alternative to slogging through muddy streets and eating dead rats. Having become convinced that society doesn't care for them, adventuring Beggars find little hope, the true nature of the universe being equally as uncaring. This has led many Beggars back where they started, sobbing in alleyways and jumping at shadows, even more scarred.

BEGGAR'S BOWL

Hand outstretched, arm in a sling or leg strapped up to show only a stump. Your words and injuries might be honest or conniving and deceitful. Both will be supported by a long, sordid tale of the woes that befell you. Or you'll harry your mark down the street, demanding compensation for their good fortunes while belaboring how the world is against you. Either way, they'll drop a pfennig or two into your bowl – if only to shut you up.

Effect: Whenever you fail a Guile or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

BEGGAR ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Skulduggery	TALENTS	Streetwise
SKILL RANKS	Stealth	TALENTS	Supernatural Paranoia

BERSERKER

The spark of life kindles the hearts of some and engulfs others. The fury of a Berserker is not something learned, it is an extension of something raging within. These warriors throw themselves at their foes fearlessly – a terrible and wondrous sight to behold. Theirs is an existence of sanguine intensity, of fiery passion and unmitigated rage. Most Berserkers come from the uncivilized wilds, instilled by the spirit of the primal earth. Others consume red cap mushrooms to induce states of bloodlust that darkens their vision and twitches their muscles into life. Even when not engrossed in battle, Berserkers are furious and imposing figures, never hesitating when it comes time to unleash bloodshed.

WARP SPASM

What drives a person to feel more alive at the brink of death? Do they hear the call of ancestors past as the blood flows – or are they simply mad? Are they filled with some primal calling lost to their brethren – or have they simply succumbed to feral urges? Are they driven into a rage fueled by ritual – or are they possessed by a primal god? Do they fight for some greater purpose – or are they simply envoys of chaos? One thing is certain: only the taste of blood will sate their vexation.

Effect: Whenever you are Seriously or Grievously Wounded, add a 1D6 Fury Die to Damage you inflict with melee weapons.

BERSERKER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Nerves of Steel
SKILL RANKS	Toughness	TALENTS	Overwhelming Force
SKILL RANKS	Warfare	TALENTS	Run Amok

BOATMAN

The Boatman makes his living on the water. Some are sailors, living off the bounty of the ocean or trading with far off lands, salty winds in the sails and their faces, the sight of mighty leviathans swimming alongside bringing comfort. Always longing for the familiar feeling of bottomless depths under their feet, they live an independent life, free of any laws save kinship with other sailors. To them a heart broken in every port, bastard children and debts mean little when you are a thousand miles away from any border. Others sail up and down twisting rivers and along winding coasts, finding comfort in known shores, often undertaking similar tasks.

Some though, take this love too far. Sailing for months out of sight of land or trying to navigate through endless mazes of deadly deltas can drive a man to drink or madness. Such Boatmen whisper horrible stories of vast cities under the waves, declare their love for flesh-eating mermaids, and prove unable to rest before they hunt down the beast that slaughtered their former companions. Many a hapless Boatman has come to believe in such tales and followed them to their deaths in the briny depths. Others who escape such drownings can be seen clinging to rocky outcroppings in the midst of the sea, bones and desiccated flesh left to rot.

BATTEN DOWN THE HATCHES

A Boatman can steer a ship, boat, or barge safely through almost any passage.

Effect: You may flip the results to succeed at Pilot Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of Swim, you do not have to add the additional 1 Action Point cost. Action Points (called **AP** throughout the rest of the book) are thoroughly covered in **Chapter 8: Combat**.

BOATMAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Azimuth
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Mariner

BONEPICKER

Whatever their name – rag picker, trash collector or street sweeper – Bonepickers know their customer, and claim to be honest business folk. Their eye for valuables, cooing words and easy swagger are boon when socializing amongst the Lowborn. Three things mark a Bonepicker's arrival in town: the rhythmic clunking of their overflowing cart, their toothy grin and the line of Peasants ready to rummage through their wares. Unloading an extravagant display of trash and petty knick-knacks, the wise will walk past while the easily exploited look on in amazement.

What was a Burgher's trash is a Lowborn's treasure, but some claim that Bonepickers rob the dead – even the half dead – on the battlefield, scavenge the streets for items to resell, like wasted potions and the like as cure-alls and supposed 'occult antiques' to customers who barely know their numbers and letters, let alone possessing the capacity to see a raw deal. Their trade leaves open to deals with the less upright or less reputable, even with the servants of chaos among the wastes of the dead. Though they intend to trick such servants out of a useful deal, the Bonepicker usually ends up being tricked in kind. Ignorance and pride are the Bonepicker's downfall – even a genius cannot fool the devil.

SWAGGER WAGON

With a sly smirk, you are not belabored by heavy loads, able to nearly drive a cart or wagon without the aid of an animal. Your friends may even liken you to a donkey or mule, both stubborn to convince, but with a verve and aplomb that others cannot step up to.

Effect: Add 3 to your Encumbrance Limit. In addition, you may optionally substitute your Brawn in place of your Willpower when it comes to determining your Peril Threshold.

BONEPICKER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Stealth	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Incredible Numeration

BOUNTY HUNTER

Considered cold, calculating and ruthless, there is no other career so greatly feared than the enigmatic Bounty Hunter. The Bounty Hunter tracks down both criminals and the wanted for a living, no matter how dire the circumstance. Most bounties are issued by guilds or the city watch, but aristocrats will issue them too, often promising big rewards. Such rewards make the Bounty Hunter rich and bounty hunting a highly competitive field. This promise of wealth attracts numerous amateurs, typically ex-soldiers and ex-watchmen. Some of them even manage to track down a minor criminal or two, pickpockets, unlicensed beggars and the like. It is when they execute a true bounty – one that requires strategy and planning – that they become more than a would-be Bounty Hunter.

Unfortunately, a Bounty Hunter's life spent being feared and surrounded by the lawless is also one of depressing solitude, their minds often wandering to dark places as they contemplate their role in the world. After all, if fools and the rich can get away with their crimes, why can't they? Adventuring comes easy to the Bounty Hunter, leaving behind a life of thief-taking to become caravan guards, scouts or more. In lean months, Bounty Hunters are known to turn to banditry under other names and then take up their old career in better times, whilst clever Bounty Hunters will sometimes work with the wanted to arrest them, claim the reward, and then spring them from jail to arrest them again and again.

FOR A FEW SHILLINGS MORE

The Bounty Hunter is an inscrutable and enigmatic hunter, undeterred by danger. Dogged in their pursuit, they always get their quarry.

Effect: In combat, whenever you make your first Attack Action with a ranged weapon, you never miss. In addition, your intended target cannot Dodge, Parry or Resist the attack. You also add an additional 1D6 Fury Die to the same attack.

BOUNTY HUNTER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	No Mercy
SKILL RANKS	Survival	TALENTS	Saddle-born
SKILL RANKS	Toughness	TALENTS	Take 'em Down

BRAVO

With a confident swagger and a wry quip, the Bravo prides themselves on being a swordsman with a flamboyant style, finding no greater joy than that of the duel; a fight of cunning, speed and trickery between two opponents. Naturally favoring the rapier, court sword or estoc, they make it a point to be quicker than their opponent. The Bravo is not simply a fighting style, but an attitude. Cock-sure and confident to a fault, brimming with their titular 'bravado', Bravos come from many walks of life, but all have minds as sharp as the weapons they wield.

The Bravo's charm takes them far, bedding married men and women with ease, only to escape out a window at sunrise; winning hands of cards with a smile and perhaps an extra card up their sleeves; and defusing fights with a quip, but eventually they must protect their honor, word, and reputation with a duel. This forces them to move from town to town and even take up the life of an adventurer. Many find mere adventuring barbaric; there being no honor in slaying monstrous rats in sewers or running footpads through. However, identify a worthy adversary and a Bravo will live

BRAVO ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Fencer's Panache
SKILL RANKS	Rumor	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Lightning Reaction

for the epic duel against them and the chance to speak of it afterwards. Their braggadocio is both a gift and a curse, as the Bravo's big mouth and larger attitude can easily put them in chains, on the rack or in the grave. Only other Bravos respect other Bravos, so few have pity for the duelist who overreaches their station

VIM & VIGOR

You are a virtuoso when it comes to swordplay. It takes little effort for you to size up your opponent, and when the opportunity avails, you make your mark upon their clothing – a characteristic number or letter. This mark is how you and your fabled fencing skills will be known by in history.

Effect: Whenever you Parry a melee weapon, immediately make an Opportunity Attack against that same opponent. You may only make this attack if you are wielding a melee weapon possessing the Finesse Quality.

BUCCANEER

A hold full of rum, a belly full of fish and a nose full of salty air is all the Buccaneer needs to stay happy. A ship-born soldier, with hands roughened by ropes and lips chapped with salt, the Buccaneer specializes in raiding other ships while protecting their own. Some are pirates, lurking just off

the trade routes, ready to plunder passing rich merchantmen. Others are explorers, seeking profits in new lands. Either way, nothing will stand between a Buccaneer and their money, their swordplay and familiarity with gunpowder backing up their greed. Despite their hardened exteriors, many Buccaneers are joyful and boisterous amongst their fellows, treating their crew more like family than simply allies.

A wrecked ship or a bad trade deal can leave a Buccaneer without coin, a crew or a way home. Though their desire to return to the sea is unrelenting, a Buccaneer will grab their sabre and flintlock in search of riches on land. Better skilled at sea than on land, a Buccaneer is nevertheless both cunning and intimidating. Though their styles vary, from acrobatic swordsmen to bare-fisted brawlers, Buccaneers have spent all their lives amongst the toughest of the tough. Aboard their ship, the Buccaneer will sail through any hurricane or dispatch any target that stands in their way, no matter the danger or enemy. Headstrong – or bullheaded – the Buccaneers' attitude has resulted in many a ship being thrown against shoals or their bloated corpses washing up on a foreign beach...

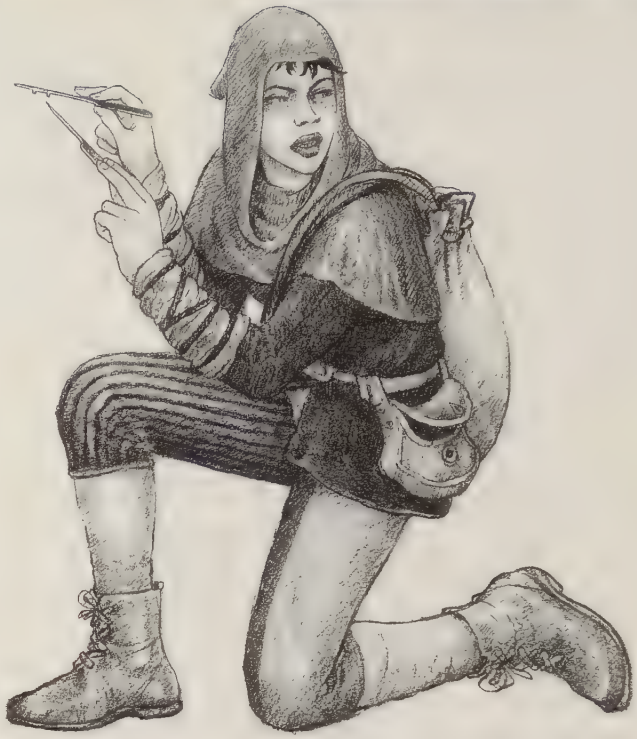
SALTY DOG

Whether on sea or land, Buccaneers can outmaneuver their foes while throwing themselves into dangerous situations. Whether they be true pirates or even privateers, these salty dogs have learned to take their licks.

Effect: After you make an Attack Action with a melee weapon possessing the Finesse Quality, immediately make an Opportunity Attack with any one-handed ranged weapon on the same Turn. The weapon must already be loaded or in-hand.

BUCCANEER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Gamble	BONUS ADVANCES	[CB]
SKILL RANKS	Guile	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Simple Ranged	TALENTS	Mariner



BURGLAR

There's no better bargain to made than the one that costs nothing. From shaving coins to cutting purse strings, Burglars are well-practiced masters in the fine art of getting something for nothing. No mere thug or ruffian, they are true professionals who procure what they need with their mark being none the wiser until it is too late. Many Burglars are simple cutpurses; some embrace the risks of breaking and entering; and others engage in plain robbery at knifepoint. No one respects a Burglar, and in return, the Burglar respects no one. To them, everything and everyone is a potential target; the world a fat oyster waiting to be opened, pawned and thrown away. Burglars are always looking for the next big score, dreaming of the mythical mark that will set them up for life.

The Burglar is ingenious, able to find opportunity anywhere. However large their dreams, a Burglar quickly learns that their success is tied to their contacts. There may be honor amongst thieves, but friendship in the underworld is often fickle. Still, anything is better than being caught. A five-finger discount will often cost a whole hand – if they're lucky. But when lives are on the line, who better to disarm a trap or filch a rare jewel than a professional thief? Burglars who adventure often find riches beyond anything they could steal in town, but if a petty noble would merely spit on a Burglar or execute them, imagine what the hordes of darkness might do? When a demon demands the return of its treasure, the Burglar's inclination for refusal may cost them their soul.

NIMBLE FINGERS

A Burglar's hands are precious tools and most spend years honing their innate dexterity.

Effect: You drastically reduce the time required to use Skulduggery Tests, taking no more than a minute for complex actions (examples include picking locks, pilfering goods, etc.). In addition, you may flip the results to succeed at Skill Tests to steal.

BURGLAR ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Holdout
SKILL RANKS	Skulduggery	TALENTS	Housebreaker
SKILL RANKS	Stealth	TALENTS	Larceny

CAMP FOLLOWER

War is waged everywhere in this dark world, fought by hordes of women, men and even monsters. As their armies travel from battle to battle, the ever-present Camp Followers trail behind them. They live off, and provide for, the army, and usually possess a variety of skills, from cooking and tailoring to horseshoeing and sutlery. Their diverse skill set makes them boon companions and they are a welcome sight to weary travelers. Their reward is the loot taken from the dead of the battlefield, such as gold teeth, cameos of loved ones, unspent gunpowder and shot and other valuables. Camp Followers flourish only in war times. When the fight is over, they oftentimes find themselves without work, relegated to the same tasks in villages and given menial pay. To them, the risk of disease and death during war is worth the reward of assorted plunder.

Camp Followers are frequently exposed to the horrors of war. Many are widows, parents or children of soldiers slain on the battlefield. Though they rarely fight themselves, they see just as much death, brutality and bloodshed as any soldier in the lines. Thus, they have a tendency to go unhinged quicker than most, suffering from maladies such as shellshock and stress disorders. This makes them vulnerable, ripe for the plucking by Abyssal fiends. When this happens, it can sew ruin in the army the Camp Follower trails or the companions the Camp Follower adventures with.

FEAST OR FAMINE

A Camp Follower can prepare hearty feasts, re-shoe horses, stitch up torn clothing, empty chamber pots and attend to any number of other mundane activities that lift the morale of those around them. They are a fixture of any successful band of adventurers, well-compensated for their work.

Effect: You can attempt a Survival or Tradecraft Test to cook for others. If successful, a number of allies equal to your [FB] move one step up the Damage Condition Track positively, and recover their Peril Condition Track to Unhindered, whether they're resting in a dangerous place or not. If your roll is a Critical Success, you affect a number of allies equal to three times your [FB] instead. A Character may only gain the benefit of this meal once per day, which takes an hour of time to prepare.

CAMP FOLLOWER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Carousing
SKILL RANKS	Toughness	TALENTS	Sprint
SKILL RANKS	Tradecraft	TALENTS	Strong Jaw

CHARLATAN

A trickster and a conman, the Charlatan's tools are as varied as the disguises they wear into a new town. From shell games and parlour tricks to blatant false promises, the Charlatan is a master of deception, both in word and action. The Charlatan's love of disguises and falsehoods is supported by a bag containing a few fake signet rings, forged letters, makeup kits, wigs and other baubles that let them leave their tarnished reputations behind once their cons have been run. Should their disguise fail, however, the Charlatan only has their words to prevent them from being thrown into the stockades. That may seem much like a disadvantage to the frail Charlatan, but they did not line their pockets with their hands alone – their tongues are venomous as any lord's and half as reigned in.

The Charlatan sees the adventuring life as the chance to practice their art on a grander scale; what bigger mark to trick out of their valuables – material or otherwise – than those who serve the powers of disorder? Yet the Charlatan's cocksure style and social trickery and deception do not always work on such targets and even make them vulnerable. Abyssal servants love to manipulate the Charlatan's skills against them, reducing them to savagery and cruelty, schizophrenia and multiple personalities. It is a cruel irony that such 'touched' adventuring Charlatans cannot tell who they are anymore.

CONFIDENCE TRICK

The Charlatan is ever the opportunist, exploiting the naiveté of the foolish and stroking the vanity of the witless for their own benefit.
Effect: You may flip the results to succeed at Guile Tests. When you succeed, it is always considered a Critical Success. Furthermore, you can influence a number of people with the Guile Skill equal to your [FB] times three – this includes using Dirty Tricks during combat.

CHARLATAN ADVANCES

SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Doppelganger
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Holdout

CHEAPJACK

Traveling the muddy roads between towns with little more than a cart full of shoddy goods, the Cheapjack is a traveling salesmen of the disreputable sort. They are hucksters and hustlers who sell their low quality wares – from rusted swords to fool's gold – to gain as much profit as they can from their deceptions, at festivals and markets. Not all Cheapjacks are vile, some are roped in by organized crime, others are made victim to an unfair justice system that favors the guilded and punishes the guildless. Not all of their goods are worthless – there may be real gold coins to be found amongst the lead fakes covered in gold paint. Regardless, those in the know tend to stay away from these peddlers.

Cheapjacks turn to adventuring having run out of money or in order to find actual, high-quality goods and treasures to sell. Though they can spin gold out of lead with just their words, their lies and cheating can lead them into dealings with powers they cannot deceive or control. Worse, they can revert to their selfish tendencies and leave their companions in the lurch if the opportunity presents itself or it is the only means of survival. In such situations, their allies are another set of worthless trinkets to them, a means to an end and tools to best be used and disposed of.

GREASE THE WHEELS

A Cheapjack knows all the right notes to hit when buying and selling goods. You also know people in the criminal world, and can fence goods fast and cheap.

Effect: Whenever you fail a Bargain or Counterfeit Test, you may re-roll to generate a better result, but must accept the outcome.

CHEAPJACK ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Tradecraft	TALENTS	Incredible Numeration

COACHMAN

Travel is long and arduous, full of danger and foul weather, and for the wealthy and the elite, the only way to travel is by stagecoach. Driven by Coachmen who brave and learn the dangers of the road, they also know basic survival and mechanical skills and they know how to gain the trust of animals, horses in particular. Besides ferrying passengers, Coachmen haul foodstuffs and carry mail, as well as traveling shows and more up and down the muddy roads of the modern era. They also know all the trails and shortcuts, meeting deadlines and delivering packages through rain, sleet or bandit raids. When latter happens, the Coachman keeps a blunderbuss besides their seat.

When this drudgery tires, some Coachmen trade in their reins for a life of adventure, where their weapons, wilderness, and navigation skills can prove useful. Of course, outside of established roads and cities, far out in the wilderness, the Coachman is as lost as any other. The night is dark and full of terrors and they no longer have the elegant lamplights of the coach to illuminate the shadows. Under such pressure, some Coachmen fold and flee back to the civilization and powdered wigs they know and love, rather than face the legions of hungry beasts, greedy brigands and Abyssal terrors. Not that Coachmen are cowards *per se*, but simply naked as any other adventurer when confronted with the great unknown.

FOUR-IN-HAND

Coachmen establish a trusted bond with animals and beasts, pressing them onwards when the time is needed. For all they know, you may very well have been a champion cart racer in the past, exhibiting tight skills when in the driver's seat.

Effect: You may flip the results to succeed at Drive Tests. When you succeed, it is always considered a Critical Success. In addition, when using the Movement subtype of Drive, you do not have to add the additional 1 AP cost.

COACHMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Ranged	TALENTS	Mounted Defense
SKILL RANKS	Survival	TALENTS	Saddle-born

COURTIER

Ensconced within trusted circles of petty barons, powerful dukes and kings, Courtiers are driven by intense political ambition. Being masters of intrigue, their uncanny ability to bend the ear of powerful people fuels their desire for total political domination from behind the scenes. Haunting administrative halls, salons, soirées and banquets, they plot and scheme to raise their rank and coffers. Having spent most of their lives rubbing elbows with the blue-blooded aristocracy, they know all the proper forms and courtesies and use them to their advantage when face-to-face with their betters.

Their strengths rely in their insight and ability to adapt. Petty words, flattery and platitudes are their hallmark; the shield they protect themselves with. The pen is mightier than the sword and the Courtier uses it freely. But a life of decadence eats away at their humanity, seeing everyone as a potential enemy to be ruined. When intrigue fails, they make no discrimination between ruining a man with a batch of lies or a knife between the ribs. Every Courtier who plays the great game of thrones carries a 'gentleman's dagger' (otherwise known as a stiletto) when the time calls for swords.

MACHIAVELLIAN INTRIGUE

Political jockeying and subtle manipulation within the higher social circles come second nature to the Courtier. Thus, they have learned to pick up on subtle tells and affectations which gives away true intentions.

Effect: Whenever you fail an Eavesdrop or Scrutinize Test, you may re-roll to generate a better result, but must accept the outcome.

COURTIER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Holdout
SKILL RANKS	Stealth	TALENTS	Silver Tongue

CULTIST

In today's grim & perilous world, it should be no surprise that there are aristocrats, burghers and the learned who seek power beyond their ossified positions in society. Perhaps they joined a fraternal club at university, found a musty tome in the family library, followed family tradition, listened to the folklore of old, or were simply bored. Inducted into dark societies, they practice rites of ages past, use sex Magick, make strange sacrifices, and appease forgotten or banned gods, all with one aim -- to make the darkness kneel before them. And over time, they can learn to command a sliver of the same divine 'grace' as worshipers of state-sanctioned religions and employ the darkest of Magicks for their own benefit – power both temporal and material.

Every Cultist knows they run the risk of losing their very soul in exchange for power. Such a yearning is never easy; it must be practiced in secret, lest they risk persecution. It explains why so many band together in secret clubs to practice their faith together – safety in numbers. Their desire for dark knowledge means that some also take up the adventuring life, because adventurers are more likely to uncover baleful knowledge and artifacts than anyone else. Of course, this knowledge claws at the minds of the impressionable and many become raving lunatics locked away in distant sanitariums where they converse with the voice of the Abyss.

CULT OF PERSONALITY

The Cultist can harness the ever-changing Ætheric Winds as the wellspring of their Magick. They exhibit mastery over the smallest of spells, but ignorance towards others beyond their understanding.

Effect: When casting Generalist Magick – at your option – you may automatically succeed at the Incantation Test, but move one step down the Peril Condition Track negatively. You also understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: CRUEL TUTELAGE

As Cultists are wholly self-taught in the ways of Magick, the practice of their spells is messy and chaotic. Fortunate for Abyssal Princes sensitive to this errant way of thinking, Cultists and their ilk make easy prey, leading them down a path towards the blackest and most soul-corrupting of Magicks.

Effect: When you generate face '1' or '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

CULTIST ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Blood Magick
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

DIABOLIST

Although Magick permeates the world, most see its wielders as dangerous and evil, and as heretics to be strung up or burned at the stake. To hide from the superstition rampant in a grim & perilous world, its practitioners are forced to society's periphery where they can study in secret. Here such Diabolists become open conduits between the Material Realm and the Æther, as they attempt to reshape the raw stuff of chaos into orderly, mathematical conclusions. Whether it is the transmutation of lead into gold, bringing down lightning from the sky, or conjuring forth grand illusions, the Diabolist seeks to understand, classify and practice the art of Magick. These erudite autodidacts guard their studies well, and whilst some remain loners, many band together in 'colleges'. Overtime they grow into schools of Magick where this grand tradition is shared with other arcanists.

However, as Diabolists draw forth from the Æther, catastrophe is never far away. Simply intoning the wrong consonant or reading aloud the words in the wrong order (such as in the case of the infamous invocation of *klaatu barada nikto*… or was it *necktie?)*, will allow the Æther to seep forth into the Material Realm, corrupting the Diabolist first and then the world around them. Raw chaos can corrupt even the most steely-minded arcanist, driving them towards madness and mutation. However, these terrifying moments of unbridled power are what ultimately make would-be arcanists' desire greater understanding – even if it costs them their very soul.

WINDS OF CHANGE

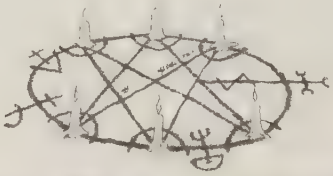
The Æther is a powerful, but fickle force. It exists closer in relation to the powers of corruption than most would care to admit. However, as a Diabolist, you have learned to control the emergent chaos, reshaping it into a controlled, orderly force of power.

Effect: When you would potentially invoke a Chaos Manifestation, you must roll two or more face '6s' on the Chaos Dice to invoke it. Otherwise, ignore the results. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.

Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.



DRAWBACK: LURE OF POWER

The wellspring of Magickal power is immeasurable. It woefully draws its practitioners deeper and deeper into its embrace, corrupting both the soul and the world around them.

Effect: When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

DIABOLIST ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Æthereal Alignment
SKILL RANKS	Rumor	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

DOOMSAYER

The religious devotion of the Doomsayer borders on the fanatical. They believe that they were born into sin and the only way to absolve themselves of it is through 'physical purification', otherwise known as flagellation. They punish themselves with ritual floggings, often with a cat-o-nine-tails, but other punishments involve starvation, ritual burning, marking of the flesh and even mutilation. Proud of their scars and pain, Doomsayers see this as physical proof of their devotion and love for their god. Their bodies are temples, solemn places of suffering and fear that do not deserve their Lord's grace. While this may seem grim, they find nothing better in life than devoting themselves body and soul to the holy spirits.

Doomsayers often go adventuring to spread the word of their faith and show how to cleanse with pain. This makes them resistant to hardship, their own – and that of others, their devotion driving them to acts of well-intentioned sadism! Worse, many a Doomsayer has gone into a frenzy after seeing something man was not meant to see, stripping their back to the bone or scorching their hands black, full of agony. Only afterwards do they attempt to repent for what they have seen, just to die slowly, blinding pain. Other adventurers wary of the maddened Doomsayer, for filled with righteous wrath, they are too ready to inflict the punishments their god has demanded be meted out to sinners!

HOLY ROLLER

Doomsayers ritually flog themselves, forging their faith in the crucible of suffering and hardship. Their back may bear many scars, but a Doomsayer knows that the pain they've endured guarantees them a place in the afterlife at their god's side.

Effect: Adjust your Damage Threshold by +3, but only when you aren't wearing armor.

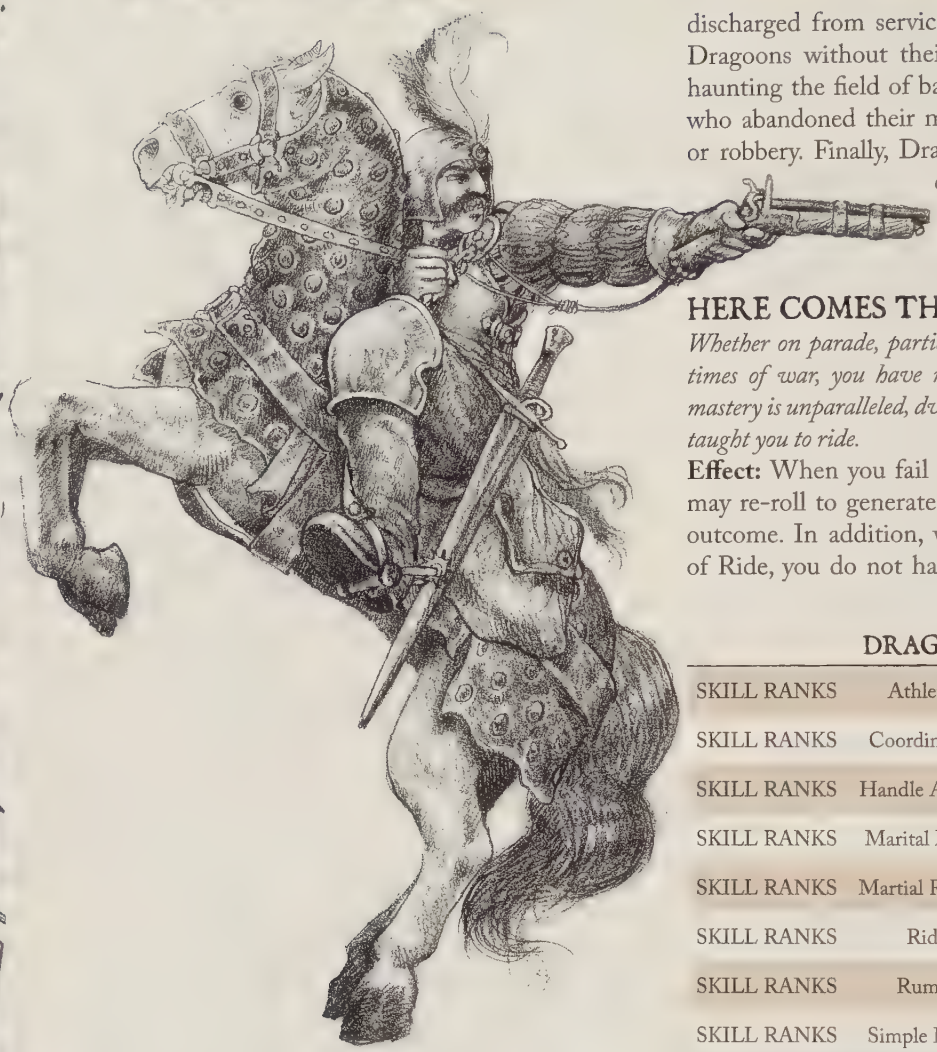
DRAWBACK: THE END IS NIGH

Unfortunately, the process of ritual scarification has led its votaries toward the brink of madness.

Effect: You can never be restored to Unharmed on your Damage Condition Track, only to Lightly Wounded.

DOOMSAYER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[BB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Hard to Kill
SKILL RANKS	Survival	TALENTS	Impervious Mind
SKILL RANKS	Toughness	TALENTS	Run Amok



DRAGOON

Despite the last century's technological advances in warfare, from cannons, war wagons and to self-propelled 'rumblebutlers', the majestic horse remains the most reliable means of bringing force to bear. Most of an army's cavalry consists of Dragoons, armed with lance, rifle and pistol. On horseback, they can cut through ranks of footmen like cheesecloth, but on foot they are also effective skirmishers. Whilst expensive to train and manage, a Dragoon unit can single-handedly turn the tide of a battle with little effort. Each Dragoon is a highly trained and dedicated warrior, capable of maneuvering their mounts like an extension of their own bodies, many claiming they share an almost supernatural bond with their mount. They eat, train and fight together, placing total trust in one another that the Dragoon rarely puts in other folk.

Dragoons rarely take up the adventuring life, their regiment and warfare offering companionship and excitement enough. Those that do, have often lost their animal companion, been discharged from service or fled the battlefield in disgrace. Dragoons without their trusty steed wander like drifters, haunting the field of battle as unchained dogs of war. Those who abandoned their masters may turn back to civilian life or robbery. Finally, Dragoons discharged from service may continue to practice their predilection towards violence, butchering all that would cross their path.

HERE COMES THE CAVALRY

Whether on parade, participating in competitive sports or during times of war, you have mastered the art of equestrianism. This mastery is unparalleled, dwarfed only by your contemporaries whom taught you to ride.

Effect: When you fail a Handle Animal or Ride Test, you may re-roll to generate a better result, but must accept the outcome. In addition, when using the Movement subtype of Ride, you do not have to add the additional 1 AP cost.

DRAGOON ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Marital Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	TALENTS	Mounted Defense
SKILL RANKS	Simple Ranged	TALENTS	Saddle-born
SKILL RANKS	Warfare	TALENTS	Spirited Charge

ENGINEER

Soaring towers, flying buttresses, quaint storefronts and deep mines; all of them had to be built and the Engineer has a hand in their construction. Engineers are the builders of the modern age, experienced in all types of construction and materials. While some stick to the classic materials of stone and wood, others push the boundaries of technology, using steel and even strange steam-run machines. Besides building structures, Engineers also serve in most standing armies. Whether constructing siege towers, repairing cannons or packing gunpowder into enemy fortifications, Engineers are terrors on the modern battlefield. Dedicated and intelligent, able to calculate trajectories and angles with a mere glance, Engineers are also secretive. They know the strengths of their structures and inventions as well as their weaknesses; knowledge of both might be catastrophic – or lucrative – if revealed.

Engineers will sometimes take on consulting jobs from groups of adventurers. Engineers love the challenge of finding the keystones to old temples, figuring out the perfect path to tunnel beneath an enemy's lair or setting deadfall to fall upon trespassers. Other Engineers are freelancers, moving from one mine to another in search of bigger mother lodes or selling their services to the highest bidder. However, if confronted by the outer darkness of the Abyss, Engineers fold in quite peculiar ways. Their constructions no longer make sense, with passageways that seem to go nowhere or rooms that shouldn't exist. An infamous example is the Coppertooth Vault. This Dwarven stronghold, built by the insane Frederick Coppertooth, contains numerous empty rooms, doors that open to walls of rock, and floors that have to be crawled through to navigate. This is the madness of genius brought true to life.

EUREKA!

Whether a crude affair or an extraordinarily complex apparatus, your contrivances are notoriously reliable. As a consequence, you possess an eye for finding the right materials for the job.

Effect: You may flip the results to succeed at Tradecraft Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Skill Tests to locate resources needed for construction.

ENGINEER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Mine Craft
SKILL RANKS	Warfare	TALENTS	Siegecraft

ENTERTAINER

When the nights draw in and the dark shadows lengthen or after days spent in drudgery, many go looking excitement, levity, or wonder. When they do, it is the Entertainer that can provide all of these. Whether they are acrobats, actors, bards, musicians, painters, playwrights, poets, puppeteers, singers or writers, the Entertainer lives to create and

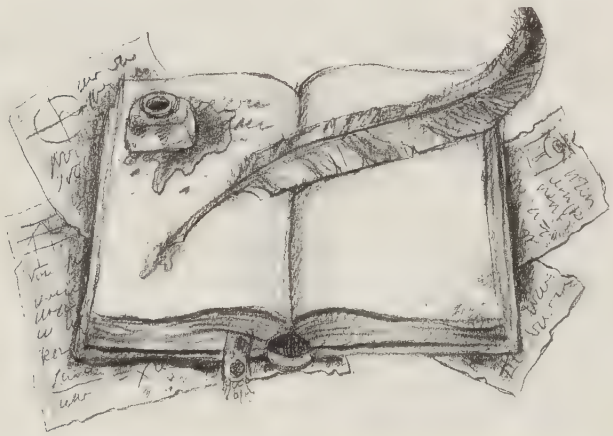
entertain, either for the masses or their patron. Each of the races has its own specialized entertainers, whether it is the Dwarven boasters, the Elves making performances out of shaping and sculpting trees with Magick or Halfling's rather unappetizing feats of 'meat juggling'. Entertainers typically have a specialty as well as other skills, but nearly all of them are charismatic, intelligent and often, a little underhanded. Depending on their talent and medium, Entertainers may be hated or adored, but few ever achieve widespread fame.

Unless the court bard for a wealthy aristocrat, being an Entertainer rarely pays the bills or puts food on the table. So some Entertainers choose to sharpen their quills into swords and take up a life of crypt-delving and bloodshed. Given this grisly line of work, most are more at home in public houses, courts, at masquerades and on street corners. A clever joke, a bawdy ballad or a seductive dance can more easily sway people than a threat of violence, so it's here an Entertainer shines. Sadly, creativity and madness are only a thin line apart, and too many run-ins with flesh-eating creatures and servants of the Abyss and hellish Magick can throw an Entertainer over that line. It may start innocently with lyrics or images of darker matters, but before you realize it, an Entertainer's medium is no longer paint but blood and their worst critic is the new mouth growing in the palm of their hand.

THE SHOW MUST GO ON

An Entertainer may be a poet, a comedian, a playwright, a bunko artist or even a burlesque dancer. They are a vaudevillian at heart, praised and paid for their performances. Whether lifting spirits through words or song, the Entertainer's positive demeanor is infectious, setting the right mood for others.

Effect: You can attempt a Skill Test, related to your Focus in the arts, to perform for others. If successful, a number of allies equal to your [FB] gain the benefits of Inspiring Words for 24 hours. If you Critically Succeed, you influence a number of allies equal to three times your [FB] instead. A Character may only gain benefit of this performance once per day, which takes at least an hour of time to perform.



ENTERTAINER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Ambidexterity
SKILL RANKS	Simple Ranged	TALENTS	Doppelganger
SKILL RANKS	Tradecraft	TALENTS	Silver Tongue

ENVOY

Envoys like to think of themselves as special, for they are the ones who hold the struggling empires and countries of a grim & perilous world together. They are dignitaries and diplomats, employed by the great guilds, nobles and rules alike. They are efficient, objective and no-nonsense, finding greater use for courtesy than charm, though the latter has been known to work. Master deal brokers and middlemen, they can turn

heated rivalries into the friendliest cooperation. They care not for bitter hatred, but strive to find a deal that best serves everyone – their employers or masters in particular. Sometimes this may require placing pressure where needed – either literally or figuratively – but an Envoy almost always walks away with a freshly-signed treaty and a wry smirk on their face.

However, when a deal goes wrong or cannot be made, it is the Envoy who finds themselves banished. Ill-suited to wielding weapons, these master manipulators can spin gold out of iron with their sharp tongues, steely gazes and stalwart attitudes. Whether brokering for increased payment for a rescue mission or forging a peace treaty between warring Aztlan bands, the Envoy can find a place alongside other adventurers. Yet, the Envoy can fall to madness like any other adventurer and then their once fair deals become almost Faustian bargains, in blood or slaves rather than money. These dark diplomats may still propagate trade and alliances, but they unite allies that only wish to watch the world burn.

DON'T KILL THE MESSENGER

The timbre in your voice brings a certain comfort during exchanges, turning tense conversations into mutually beneficial ones. Your words are even-handed, appealing to all parties with gravitas and dignity.

Effect: When using Fellowship-based Skill Tests, you do not suffer any additional penalties due to differences in Social Class.

ENVOY ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Long-winded
SKILL RANKS	Scrutinize	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Melee	TALENTS	Multilingual

FOOTPAD

Some disputes can't be solved with words. Sometimes, an example needs to be made. And if actions speak louder than words, then when a Footpad shatters teeth and breaks legs everybody gets the message loud and clear. Whether street toughs stalking city alleys on behalf of their employers or rural outlaws knocking over caravans, enforcing protection rackets or territory, Footpads invoke fear and use brutality to keep others in line. For them, violence is practically an art form. Not the art of the blade, but of bricks and broken bottles, of veiled threats and implied consequences. Footpads have no qualms about using violence to enforce the will of their bosses, but if they can do it without having to lift a finger, their task is easier – and nobody has to get hurt.

In any criminal organization, the Footpad must fight tooth and nail to stay top dog – anything less would lose them respect. Yet loyalty and respect only gets them so far, and when it is time to run, a Footpad either becomes an enforcer for hire or an adventurer, both professions that call for a strong arm. It's a dog-eat-dog world in the criminal world. Allegiances within the criminal world are not earned, they're taken by knife and club. A Footpad who's unwilling to lie, cheat, steal and kill are viewed as unworthy. Might makes right, and "friendships" dissolve when weakness is made apparent. Those who can't cut it wander as a loner, perhaps putting their former skills to work as a leg-breaker or enforcer for an unscrupulous merchant. It's a hard scrabble life for a Footpad, and those who are unwilling to do what it takes find themselves in the gutter or the ditch.

SNEAK ATTACK

Canny, smart and devious, the Footpad can creep along quickly, and catch their victim off guard with a precision strike.

Effect: Whenever foes are Surprised or outnumbered 6:1 or more, add an additional 1D6 Fury Die to Damage you do against them. You must use a weapon with the Fast Quality. In addition, when using the Movement subtype of Stealth, you do not have to add the additional 1 AP cost.

FOOTPAD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Beatdown
SKILL RANKS	Stealth	TALENTS	Cheap Shot
SKILL RANKS	Toughness	TALENTS	Kidney Shot

FOP

Some people just possess a certain *je ne sais quoi*, a particular charm and affectation for magnificence. Clever of wit, sharply-dressed and larger than life, Fops are a welcome addition to any social circle. They may be just a little dangerous – a quality that many find highly attractive, prattle about the exciting lives they have (or pretend to have) and have a preference for company who would stand in adoration of their adventurous stories. Living a debonair lifestyle can be expensive, so their adventures are often sponsored by the rich. In the meantime, they'll carry on affairs with widows, act as paramours to wealthy *débutantes* or become concubines to nobles. Their patrons, whether male or female, furnish the Fop's stylish lifestyle on monies they cannot afford themselves. Fops – no matter the sex – prefer strong liquor, fast horses, lively songs and riotous lifestyles.

Despite their jaunty appearance and devil-may-care attitude, the Fop is a loner at heart. When the party dies down and the lights go out, they retreat back to their homes where without companionship or audience, they are prone to depression. Here they wipe off the makeup they wear to cover acne scars, unbuckle corsets to let out their bellies and shuck off fashionable shoes that cramp their feet. Beneath the fake eyelashes and mustachios, the lipstick and rouge is an ordinary man or woman, riding on everyone else's coattails.

FAME & FORTUNE

Even when the chips are down, a Fop always seems to come out on top. Unlike others, they make their own luck.

Effect: When making any Skill Test, you never suffer the ill-effects of Critical Failures, instead treating it as a failed Skill Test.

FOP ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Scrutinize	TALENTS	Silver Tongue
SKILL RANKS	Simple Ranged	TALENTS	Worldly

GAMBLER

What compels a person with the need to win? Is it arrogance? Ego? The need to be respected or feared? The Gambler feels that pressing need and hence refuses to play a game in which the odds are not stacked in their favor, nor one without stake. They are regarded as dashing and carefree, made handsome by the life of leisure afforded themselves through the abdication of responsibility. They blow through town like a brisk wind and then are simply gone, ready to filch their next fortune from more strangers. Their games vary: knucklebones to darts, chess to five card draw, yet they always win – or lose – big on whatever they do.

Gamblers play fast and loose in all things, seeing even wandering as the ultimate gamble – a lifetime of riches and fortune bet against a violent death. They throw fate to the wheel of chance, going where life takes them and leaving anyone else of importance lost in the lurch. But underneath this carefree veneer lies a sinister secret. The Gambler's choice to live firmly in the now has caused many to ante up the ultimate wager: the fate of their immortal soul. And whatever demon helps the Gambler cheat at life awaits gleefully to escort them into death

LUCK OF THE DRAW

The Gambler feels the ticking of the clock. Being friends with those in the underworld – of many different stripes – does have its benefits. The cards tend to come up aces when needed most.

Effect: When you use Fortune Points, you do not need to roll percentile dice to make a Skill Test. Instead, you automatically Critically Succeed at the Skill Test you intended to make.

DRAWBACK: WHEN THE DEALIN'S DONE

Living forever is boring and the Gambler will burn out before they fade away. And when you play the devil's game, you eventually get the devil's reward.

Effect: When you use a Fortune Point for Luck of the Draw, you move one step down the Peril Condition Track negatively.

GAMBLER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Holdout
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Skulduggery	TALENTS	Meeting of the Minds

GAMEKEEPER

Children's bedtime stories always abound with the mysterious folk of the wild, those that have heard the call of the wild, given up their civilized lives and gone to dwell with animals. As wilderness survivalists, they eat, sleep and bathe with animals, and rumor has it, even mate. Gamekeepers are loners, but in tune with the natural world like no other. Often living by themselves in a natural cave or run-down shack, they spend their days tending to their beloved creatures. Many are simply folk who want to live one with nature and who have no taste for civilization, but some Gamekeepers are employed to protect royal woods and maintain the sanctity of holy mountains.

Loners they may be, Gamekeepers will turn their bows upon those that not only threaten their own woodlands, but the wilderness and the world in general. Though the Gamekeeper treats their animals like family, it should still be stressed that the animals are still wild. Animals seem to be more easily swayed by Corruption, perhaps because of their low intellect, and there is no darker day for a Gamekeeper when a trusted wolf or a favored bear turns on its master.

WARDEN OF THE WILD

You much prefer the solitude of nature and creatures of the wilds than the cries and clamor of the big city. As a consequence, you've developed an aptitude to not only spot wild animals on the loose, but also to calm angry beasts when they act out of sorts.

Effect: When you fail an Awareness or Handle Animal Test, you may re-roll to generate a better result, but must accept the outcome.

GAMEKEEPER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Navigation	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Azimuth
SKILL RANKS	Stealth	TALENTS	Instincts
SKILL RANKS	Survival	TALENTS	Rural Sensibility

GRAVEROBBER

Everyone dies someday, and with the current plague of chaos, disease and warfare that besets this grim & perilous world, those days seem closer and closer together. Luckily for the Graverobber, that means business is booming. They sneak out under cover of darkness to exhume the recently deceased for a variety of customers. Often, they peddle their wares to academics or sorcerers who wish to further study the dead without risking public taboo. They also sometimes sell to less savory sorts; to the depraved and the perverted – it can be an awkward situation when a Graverobber encounters a supernatural creature they exhumed just the other evening – and not just socially! The life of a Graverobber is demanding and many have learned to keep an ear to the ground both for rumors of the town watch and the stirrings of the undead.

That last part is what sends shivers up many Graverobbers' spines. Though Graverobbers are prepared for many eventualities, such as evading authorities or even roughing up competitors; they are never prepared for the supernatural to strike, no matter how many phials of holy water they carry. The living dead are savage, terrifying and nigh unstoppable, servants of hidden sorcerers made flesh (albeit rotting). Many have been dragged right into the tombs they were pillaging, never to be seen again. Those who are lucky to have survived decide that the adventurer's life is safer instead. Of

course this is not necessarily true, but their experience with the dead and the supernatural makes them an asset to any adventuring party.

I SELL THE DEAD

A Graverobber has heard and seen their share of strange things over the years; the dead rattling in their coffins, corpses reanimating upon their own accord, the wailing of banshees from crypts and the clanking of a revenant's chains deep below the earth.

Effect: When facing Supernatural creatures, you always succeed at Resolve Tests to save yourself from Stress and Fear provoked by them. In addition, you are immune to specific Diseases such as Red Death and Tomb Rot.

GRAVEROBBER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Skulduggery	TALENTS	Larceny
SKILL RANKS	Stealth	TALENTS	Long-winded

GUTTERSNIPE

Many Guttersnipes are orphans, usually from broken homes or having lost their families through war and disease. They either made their way in-and-out of disgusting and cruel orphanages or took instantly to a life on the street. Either way, they are not skulkers or sneaks, but instead operate in the broad daylight. They may take on a disguise of a petty laborer, such as a chimneysweep, coal delivery boy or parcel runner, in order to case their next mark. With such easy trusting access to people's homes and wallets, it's hard not to pick up a few coins, jewels or delicacies. Leaving cupboards and cabinets bare while the residents are out, oblivious to the messenger boy's true intentions, are trademarks of the Guttersnipe.

Guttersnipes are often young, so they tend to get bored and take up adventuring as just 'something to do'. Their experience in ducking through alleyways, crawling up chimneys and swimming through sewers have given them many useful skills, savory or otherwise. But it is also the young who are the most tragic; Corruption loves to manipulate tender minds, planting the seeds of destruction early to germinate into a terrible fruit-bearing tree. Their innocence is soon replaced by vacant stares, shaky hands and paralyzing nightmares.

ARTFUL DODGER

Guttersnipes were orphaned on the streets and thieve to eat and survive. Some even take up 'trades' – such as a chimneysweep or ragpicker– casing joints underneath the guise of an honest-working citizen.

Effect: You automatically gain every Focus in the Stealth Skill when you enter this Profession. This means you may exceed the normal limits for Focuses set by your [IB], but for Stealth only.

GUTTERSNIPE ADVANCES

SKILL RANKS	Counterfeit	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Skulduggery	TALENTS	Handspring
SKILL RANKS	Stealth	TALENTS	Sprint
SKILL RANKS	Survival	TALENTS	Streetwise

HEDGE KNIGHT

Arm-strong, but penny-poor, the Hedge Knight has little to their name save their martial prowess and a pair of well-worn spurs. Most Hedge Knights are little more than upjumped mercenaries, constantly on the move in search of a new patron. With no lands or lord to serve, they lay their heads down each night 'beneath the hedge', sleeping beneath the stars. One thing is consistent; these freelancers oftentimes crop up in tournaments as a black knight, using the air of mystery to dominate the field while currying favor with local lords. Other Hedge Knights are disgraced Squires who never improved past their training – all they know is fighting and chivalry, yet they are not qualified to actually join a knightly order. It is a constant irony that hangs over them, forever cursed by their skills and mocked for their incompetence.

The Hedge Knight's wanderings often take themselves in the extremes of a grim & perilous world. Smallfolk may beg these knight-errants to help protect their village or rally together against the Hedge Knight assuming them to be yet another marauder. Unencumbered of the politics of a formal order, some see themselves as the true embodiment of the knightly code. Others grow to scoff at useless titles and ideals, wondering why they must wait for them to be granted by others when they could just take them by force. Banditry is not an uncommon 'virtue' of such Hedge Knights, robbing and stealing as they see fit.

ISSUE CHALLENGE

Confronting a Hedge Knight is a dangerous prospect and many foes quickly find themselves pinned down by their valorous onslaught.
Effect: Select one foe in combat. That foe is left Defenseless to all Melee Attacks and Called Shots made with melee weapons you make against them until they are defeated. You may select another foe once the current one is defeated.

DRAWBACK: CRESTFALLEN

Hedge Knights are restricted by a code, a set of principles and guidelines they adhere to. When they bend or even break this code, they make themselves susceptible to chaos' influence.
Effect: When you suffer Corruption, increase the number of points you gain by one. This means that if you suffer 3 Corruption, you gain 4 instead.

HEDGE KNIGHT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gatecrasher
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Mounted Defense

HEDGEWISE

Talented in ways that others are not, Hedgewise are practitioners of the ancient, Themelic arts. Drawing their power from talismans, old rituals, inner will and a bit of luck, they are able to exhibit an uncanny mastery over the smallest of spells. They dally with danger as they work with Magick, lacking the formal training their betters will have had. Most Hedgewise discover their power at a very young age, using simple 'parlor tricks' to impress others. But as they mature in age, so do their powers. As does the allure of greater mastery over their strange abilities. Unless they become officially sanctioned Magick practitioners, Hedgewise are usually outlawed. Thus, most Hedgewise operate in secret, eternally fearful of investigation by Inquisitors.

Once a Hedgewise's powers have matured, they are strong enough to attract the attention of the Inquisition. Regarded as apostates by students of the arcane and treated as witches by worshippers of the divine, Hedgewise usually live lives spent in isolation or on the road. No matter how careful they are, their displays of Magick invariably invite the wanton attention of Abyssal demons. They constantly whisper promises of unmitigated power in return for the small 'sacrifice' of the Hedgewise's soul; thus, the lust for power begins, and the path towards the Warlock and Black Magister beckons...

HEDGEWIZARDRY

The Hedgewise can harness the simplest of the ever-changing Winds of Magick far more naturally than their studiously, wizardly counterparts. They exhibit mastery over the smallest of spells, but maintain an ignorance towards others beyond their understanding.
Effect: When casting Generalist Magick – at your option – you may automatically succeed at the Incantation Test, but move one step down the Peril Condition Track negatively. You also understand how to use the *Ritual of Magick Circle*.

SPECIAL TRAIT: ARCANE MAGICK

Combing the Æther into energies through sheer force of will and formula, you can harness Magick with but an utterance of a few words.
Effect: You are solely a practitioner of Arcane Magick. As a consequence, you may never adopt a Profession which has Divine Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Arcane Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

DRAWBACK: CRUEL TUTELAGE

As Hedgewise are wholly self-taught in the ways of Magick, the practice of their spells is messy and chaotic. Hedgewise and their ilk make easy prey, leading them down a path towards the blackest and most soul-corrupting of Magicks.
Effect: When you generate face '1' or '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

HEDGEWISE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Blood Magick
SKILL RANKS	Survival	TALENTS	Supernatural Paranoia

HIGHWAYMAN

Highwaymen are folk heroes, champions of the downtrodden in dark times. Striking along dark roads, they ambush the wealthy and well-to-do, steal their wealth and goods, then distribute it among the small folk. Brash, boisterous, yet extremely charismatic, they very rarely harm their victims except for rustling the odd bodice or causing a monocle

to pop out. Regardless, the aristocracy despises the noble Highwayman despite the commoner's love of them. Furious reeves and incompetent counts will hunt them to no avail, often making fools of themselves and only bolstering the Highwayman's reputation and charm.

Should their small folk be threatened, their friends captured, or they be run out of their homes, Highwaymen will sometimes take their pistols on the road. Their combat abilities, wit and rakish charm are a boon to any party, though their notoriety will rarely place them in good light with the ruling class. Chaos loves a rebel, and if a Highwayman finds their way into the sweet stink of corruption, they will often feel compelled not to only steal from the rich, but to kill and usurp them. Sometimes they just steal from everyone, only to be pursued by the peasants who used to sing their praises, braying for recompense.

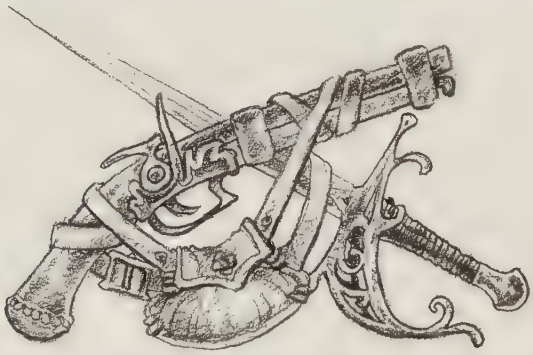
STAND AND DELIVER!

Whether robbing from the rich to exact for the poor, or simply robbing for their own gain, Highwaymen always find purchase for their quips where they can be bought or afforded when defending themselves.

Effect: At your option, you may substitute the Charm Skill in place of Intimidate. In addition, you may substitute Charm in place of any Skill required to Parry melee weapons.

HIGHWAYMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Saddle-born
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue
SKILL RANKS	Simple Ranged	TALENTS	Take 'em Down



INFORMER

Information is always at a premium. Sizable libraries are scarce, the maneuvers of court are obfuscated from the common people, and even basic education or the status of a war is nearly impossible to obtain. That's where the Informer comes in. They deal in cold-hard facts, secrets and juicy rumors; business is always booming for them. Whether an aristocrat wants to confirm rumor of an assassination plot, a gang member wants to know when the next gin shipment is passing through or guildmaster needs to confirm the private records of a rival guild, an Informer can get the information from their network of contacts, rumormongers or even stolen libraries. Though Informers are useful tools, no one wholly trusts them; Informers rarely play sides, readily taking payment from one customer, then all too quickly selling those same secrets to another customer. This is simply a part of their trade, and anyone who deals with an Informer knows it's the cost of doing business. Despite their slyness and double-crossing tendencies, Informers are a necessary evil in a grim & perilous world's great game of politics.

Informers straddle a dangerous line, and when the heat gets too unbearable, they will lay low for a while. Many become wanderers, moving every day and perhaps spending weeks plundering dark ruins. Such activities tend to make people forget about them. The Informer has a natural advantage when it comes to influencing potential enemies while adventuring; they have enough dirt and leverage to embarrass even an Orx. Informers are not immune to their own tricks, however. Their enemies love to reveal the secrets Informers hide deep in their souls, viewing it as a delicious cruel irony. Villains of the Abyss see nothing more fitting than for these muckrakers to be covered in their own brand of filth.

SHADOW BROKER

Legal informants and other underworld associates share random information with you freely for the benefits they may yield at a later time. Assembling these dissonant parts, your mind can weave them together to provide significant leverage when the time is right.

Effect: At any time, you may spend 1 Fortune Point (or 1 Reputation Point if your GM is using these alternative rules) to gain a critical piece of information from underworld contacts, rumormongers or other sources. Reputation Points and their use can be found in **Chapter 11: Game Mastery**.

INFORMER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Larceny
SKILL RANKS	Simple Melee	TALENTS	Secret Signs
SKILL RANKS	Stealth	TALENTS	Streetwise

INVESTIGATOR

The gift of memory and the histories were seen as a great blessing, but no longer. Today, folk put their faith in the editor of the weekly broadsheets and penny dreadfuls to entertain. The gift is not lost though, the Investigator being a master of details, making their livelihood through investigating criminal (and sometimes infernal) activity. Though 'the devil is in the details', theirs is a science based on speculation rather than actual fact. For example, alchemy cannot determine who wielded a blade or whose blood was spilled, but keen observation, tracking, and a quick analytical mind are more than enough in cities with only a few thousand residents. Investigators seem almost impossibly, preternaturally keen, able to link together wildly unrelated clues to create a consistent narrative. It's a pity that few gaolers or headsmen care as to the innocence or guilt of the condemned.

Their investigations sometimes lead them afar, tracking their quarry over land and sea. By imbibing opium and diving into their visions, little truths reveal themselves, as Investigators are 'cursed' to notice details both gruesome and seemingly mundane. Their bizarre, obsessive piecing of information together means that the Investigator often recreates the horrors of a scene within their mind's eye, giving them a front seat to its attendant pain.

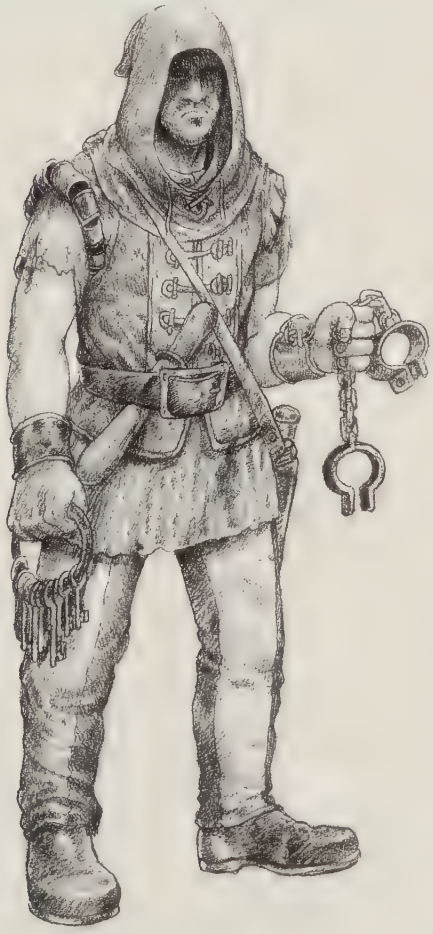
TRUE DETECTIVE

The Investigator sometimes experiences visions, slivers of petty information which form a loose mosaic in the darkest recess of their mind. They possess the singular ability to disassociate reality and put the pieces of the puzzle back together in a way most don't even comprehend. Investigators could be geniuses, but they will certainly appear to be lunatics.

Effect: When Intoxicated or underneath the effects of Deliriants, make a Scrutinize Test. If successful, you can ask for the GM to give you an important clue from your investigations you may not have already thought of or overlooked. This benefit cannot be gained more than once per day

INVESTIGATOR ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Secret Signs



JAILER

Becoming a Jailer is rarely a career that anyone aspires to. It is a lonely work suitable for the strong-minded, as prisoners' cries and pleas are their only companion through long nights. This does not mean that Jailers cannot feel compassion or pity for their prisoners, but rather that they have grown to withstand such mental burden. This also makes them suitable custodians for the interred and the mad. Their jobs are dark and thankless, spending ages in dungeons with little contact aside from a potential head jailer and their quarters are rarely more than cells with ratty beds – little better than the prisoners under their charge. It is not uncommon for a lord needing a new Jailer to pardon a prisoner of their crimes, if they are willing to pledge their loyalty and serve in their new employer's cold, damp dungeons.

Jailers rarely ever venture into the light, but there are those who would employ these intimidating figures when in need of an interrogation, intimidation or beating, yet lack the necessary skills. Others even live for the pain and anguish that Jailors inflict – sometimes the Jailors themselves – and to them, the sounds of bones cracking and minds breaking brings sadistic pleasure. Any Jailor worth their salt needs such skills, but takes a certain kind of person to actually enjoy the process. Sanguine and bloody, these Jailers are oftentimes the most well-paid, but also the maddest, of prison guards

TORTUOUS INQUISITION

A Jailer knows every trick necessary to pry information from others. Psychological intimidation is their primary tool; acid, scissors, pincers and thumbscrews are reserved only for the most unyielding of prisoners. Between the bleeding and the screams, the Jailer knows when a prisoner is telling the truth, or simply lying to escape further pain.

Effect: You may flip the results to succeed at Interrogation Tests. When you succeed, it is always considered a Critical Success. In addition, when you successfully interrogate someone, you may inflict any Moderate or Serious Injury of your choice or cause them to suffer from Stress or Fear.

JAILER ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Appalling Mien
SKILL RANKS	Simple Ranged	TALENTS	Menacing Demeanor
SKILL RANKS	Toughness	TALENTS	No Mercy

JESTER

Free speech is a rarity in an age when even a rumor about a noble can land you in the stockade, or worse. The Jester is thus a god amongst men, having not only free reign to say what they like, but also point and joke right in the powdered faces of the nobility. A joker and crass comedian employed at court, the Jester will frolic and jape, insulting dignitaries and making up crude lies on the fly, all of which the nobles find rib-ticklingly hilarious. Outside of court, though, Jesters are not respected; being seen as annoyances, stooges to the aristocracy and just plain liars. Jesters don't often tell lies, merely exaggerations. Few are able to 'dim the lamp', so to speak, over their mocking personality.

Jesters will leave court either because their usual japes have become a bore, their jokes have insulted the wrong dignitary or in becoming a confidant to some noble, they have learned too much. Sometimes, they may even find themselves a head shorter lest they flee. Jesters are rarely charming, but they are sneaky and can always get a rise from the most high-browed stuffed shirt. Either to laugh uncontrollably or attempt to throttle the Jester. Nothing distracts a Skrzzak more than insults about his Broodmother. For this reason, few foes have sympathy or time for a Jester. Perhaps worse though, the Abyssal Prince of Pleasure may take interest in their manic japes, stealing them away to forever prance in His halls of madness, pleasure and death.

BANTER & JIBE

Royal court jester, a slave to humor. Monarch's entertainer, I'm his consumer. I can only entertain, where my voice can't be heard. A clown, a joke, a fool – as I am often referred!

Effect: You may flip the results to succeed at Coordination Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Coordination Tests to perform acrobatics.

JESTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Forked Tongue
SKILL RANKS	Simple Ranged	TALENTS	Gallows Humor
SKILL RANKS	Skulduggery	TALENTS	Handspring

LABORER

Despicable, backbreaking and often thankless work is the lot in life for the Laborers of a grim & perilous world. Such work is necessary to keep the wheels of society turning, whether it includes dung collecting, lamp lighting, chimney-sweeping, mining, fishing, and numerous other careers that bring rough hands and bent backs. Few songs are written about the noble chef who belabored over pots of stew, the carpenter who slaved for weeks to finish a nobleman's wooden throne or the gong farmer who scraped the privy's pipes for days following a week-long Dionysian feast. Laborers often tire of their menial jobs and demanding employers, so they will oft change positions, picking up a new trade that taps into their ability to endure physical labor.

For Laborers, the world outside their hovels is a very dangerous and frightening place, one they are ill prepared for. Encounters with scary monsters and the lure of chaos often marks their end, but for those that survive, they become the plague rats of corruption. They absorb the corruption and on returning home, spread it throughout their communities like a sickness. A once simple stable hand or midwife may resort to murder at the drop of a hat or spread

blasphemous ideas, so corrupted they are. This draws other purveyors of chaos into the heart of civilization… just where they like it.

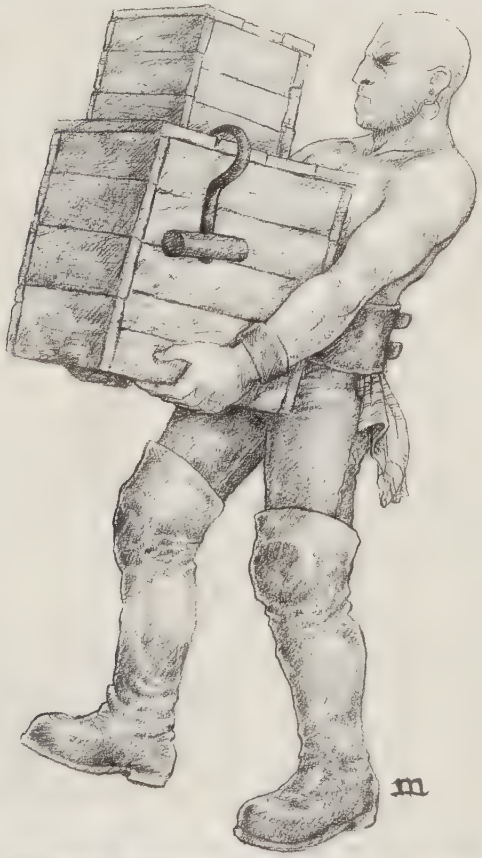
BACKBREAKING LABOR

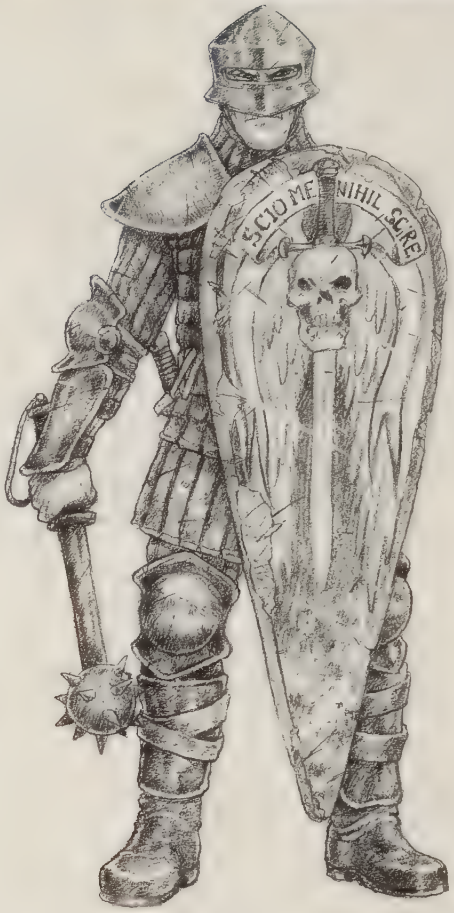
The Laborer is accustomed to hardship and demanding physical routine. They are the go-to when laborious tasks need to be performed, requiring not only strength, but tenacity and endurance.

Effect: You do not suffer the ill-effects of Peril, until you are at "Ignore 3 Skill Ranks" on the Peril Condition Track.

LABORER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	Fellowship+1
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Pilot	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Nerves of Steel
SKILL RANKS	Toughness	TALENTS	Strong Jaw





MAN-AT-ARMS

Standing armies are a rarity in the modern era as they are extremely expensive to maintain and national borders are stable enough not to need constant shows of force. When the horns of war sound, aristocrats will heed their lord's calling by sending a loyal contingent of Man-At-Arms to serve. Although not mercenaries, Men-At-Arms are professional soldiers who make their living by fighting, having the discipline and training to attack and fight as commanded. When not at war, these women and men will serve in town or city garrisons, or as caravan guards. When the call comes, they will readily muster, ready to go to war. Those that do not die in combat are handsomely rewarded with plunder and coin.

When there are no wars to be fought and a Man-At-Arms grows bored of guard duty, their skills ensure they have options aplenty. They can plunder lost tombs and dark wildernesses in search of fortune and glory; sell their service as a mercenary; or in difficult times, perhaps turn to brigandage and robbery. Unfortunately, their savagery can often get the better of them; when forged and tempered in the flames of war, you know little else than slaughter. Abyssal fiends find easy targets in Men-At-Arms, often only requiring a small push to go from bridled bloodlust to all-out destruction.

SHIELD WALL

The Man-At-Arms can form a protective wall of defense, safeguarding their comrades from harm. While armed with a shield and you stand side-by-side with a chosen ally, you can shield them from incoming attacks.

Effect: When Engaged with an ally and they fail to Parry or cannot do so, you may immediately Parry in their stead for 1 AP. If successful, they suffer no Damage (and neither do you). You must have a shield in-hand in order to use this Trait.

MAN-AT-ARMS ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Leadership	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Lightning Reaction
SKILL RANKS	Toughness	TALENTS	Shield Slam
SKILL RANKS	Warfare	TALENTS	Sword & Board

MILITIAMAN

With the cost of maintaining standing armies being so high, peasant levies or Militia, are cheap, common alternatives. Comprised of villagers or townsfolk who train little more than once a week, when the call comes, Militiamen leave their livelihoods as bakers, blacksmiths and farmhands behind and march to war. Their training and equipment varies on the city and country; wealthy states may equip their militia with proper arms and armor and provide proper training, while poorer states will send their peasants to war with nothing more than thick clothing, a few rusted pikes and some harvesting scythes. Either way, a Militiaman will fight their hardest to defend home and hearth, but all have a tendency to break when the odds are stacked against them.

Being a Militiaman is rarely a permanent profession and there is little to be gained from it, but a few will use their minor combat experience as a spur to search for glory. Unfortunately, they are ill-suited to such a life, the Militiaman longing for the comforts of home, where a Man-At-Arms would yearn for action. A half-submerged temple teeming with half-fish sirens is no place for a potter who barely knows how to swing a sword. The smallest minds break the fastest, and those Militiamen who believed themselves to be brave and strong will oft end up gibbering in a corner of a damned ruin.

GUERILLA WARFARE

Not disciplined enough to withstand a straight engagement, the Militiaman is constantly on the move, using hit-and-run tactics to influence the outcome of any battle. They are able to move across the battlefield without sacrificing their defenses, strengthening themselves against the oncoming onslaught.

Effect: You never provoke Opportunity Attacks with Movement Actions or any other action you take. In addition, any Movement Action a foe takes while Engaged with you immediately provokes an Opportunity Attack from you.

MILITIAMAN ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Rumor	BONUS ADVANCES	[CB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Tradecraft	TALENTS	Rural Sensibility
SKILL RANKS	Warfare	TALENTS	Sprint

MONK

Monks are divine librarians who dedicate their lives to studying the world's mysteries both great and small. This is often an integral part of the faith as they spend their days illuminating manuscripts, recording decrees, analyzing hymns and advising those curious of the divine powers. Nearly every religion has at least a small cadre of Monks who specialize in particular aspects of their faith. For example, Dwarf Monks have the holy duty of recording clan rivalries in the Book of Old Grudges, whereas Elven Monks are often responsible for cataloging the flora and fauna surrounding their cloisters. There is little reward to be had in being a Monk, but they are some of the most educated and nuanced academics in a grim & perilous world.

Monks will sometimes pack up their quills and scrolls and leave the comforts of their cloister in search of hidden religious knowledge or relics of a forgone time. Though ill-suited to combat, Monks are educated in languages, scholastic facts and map reading, and can easily decipher ancient runes or parlay with other priests. Some Monks become radicals, followers of fringe religions that the civilized world no longer follows. Either way, Monks differ from other priests in that their view of religion is subtler and they accept similarities between different faiths. This sometimes puts them at odds with their teachings, leaving them vulnerable to the call of chaos and the maddening whispers of darker gods.

LEARNED DEVOTEE

Monks have spent many candle-lit hours studying the holy writ and ancient histories, laboriously transcribing many languages into the common tongue.

Effect: You can read, write and speak the language of any creature that is classified as a Humanoid (including player Ancestries). In addition, whenever you suffer Corruption, decrease the number you gain by 1 (to a minimum of one). This means that if you suffer 3 Corruption, you gain 2 instead.

MONK ADVANCES

SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Multilingual

OLD BELIEVER

The Old Believer is a medicine man or woman, sometimes a shaman, who creates folk remedies – poultices and infusions – from the plants and small life in the wilds to aid others. Typically living in rural villages that still believe in the 'old ways', besides making remedies, an Old Believer can serve as midwife, advisor and sometime fortuneteller. Some of their remedies are nothing more than placebos, love potions, potency supplements, stomach virus cures and the like, but every once in a while, an Old Believer will tap into some of the world's ambient Magick and produce a tincture or ointment that is purely supernatural. Many of those who do become Hedgewise, and eventually turn towards the Druid's path.

As new empires annex the wilderness, ancient villages are subject to indoctrination of new faiths and so many Old Believers find themselves no longer welcome in their homes at risk of imprisonment. Some give up, but others leave in search of herbs and new places to practice their faith. Their base skills in medicine, natural healing, and survival are a boon to any party in the wilderness, but the Old Believers have a dire secret, one that they are not even aware of. If you look hard enough, you can find indisputable links between the old ways and proto-worship of old Abyssal gods. Many Old Believers have taken their own eyes upon discovering the links between their Magicks and pure chaos.

WHITE WITCHERY

You are able to call forth strange, eerie powers from beyond the Æther. Although you do not have a true understanding of where they come from, you pay tribute to older gods nonetheless for such miracles.

Effect: Select any one Generalist Magick spell (providing that it does not cause harm to another). When you attempt to cast this Magick, you do not need to roll percentile dice to make a Skill Test. Instead, you Critically Succeed at the Incantation Test you intended to make. Furthermore, you may select one additional Generalist Magick spell at both Intermediate and Advanced Tier with the aforementioned limitations.

DRAWBACK: ABSTAIN FROM VIOLENCE

You have given yourself to the god's mercy, taking no part in the selfish passions nor acts of violence. You are a pacifist at heart and it brings you great sorrow when you do hurt another – even if they would intend to kill you.

Effect: Should you intentionally bring harm upon a creature classified as a Humanoid (including player Ancestries), you are unable to call upon your White Witchery abilities for three days.

OLD BELIEVER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Tradecraft	TALENTS	Secret Signs

OUTRIDER

Outriders are by necessity, hardy individualists, spending their days as the forward for armies, always scouting for possible dangers, ambushes or signs of the enemy. Having to ride miles ahead of the main column means they must be

both resourceful and courageous, skilled scouts and masters of both the wilderness and their mounts. Many of the rank-and-file see Outriders as cowards and the first to run away from battle, but countless Outriders have died so that their companies could live. Outriders often carry signals with them to alert their allies, either small flutes or gunpowder-fueled flares of different colors to provide different warnings.

Journeying, travel and exploration are second nature to the Outrider, and when not at war, some will join adventuring parties. Their skills in navigation, weaponry, stealth and survival can lead a lost group out of the most dangerous situations. Not all Outriders adventure willingly; some have been discharged from service, fled the battlefield in disgrace or lost their animal companion. The life of an Outrider is often a lonely one as well. They find little companionship outside of their mounts, and the long distances and hours separated from their battle group often makes them feel alone and watched. It is when they feel at their most forsaken that servants of chaos strike, subtly affirming their insignificance.

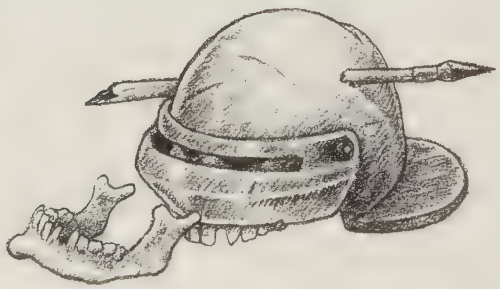
SITUATIONAL AWARENESS

Your road-weariness has turned into a wariness unseen amongst others. You have attuned yourself to the smallest of sounds in the wilds, and can react quickly and efficiently.

Effect: When you fail an Awareness or Stealth Test, you may re-roll to generate a better result, but must accept the outcome.

OUTRIDER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[BB]
SKILL RANKS	Navigation	BONUS ADVANCES	[CB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Saddle-born



PEASANT

Not all heroes come from upstanding knightly orders or students of arcane lore – the real heroes of the realm are the Peasants who work the fields, trying to provide enough food for their families and their lieges. Most Peasants are hardworking and happy with their lot, finding joy in the repetition of plowing, sewing and harvesting their fields, tending and slaughtering their herds, gathering nuts and berries from common land, then selling their wares and repeating the process the next year. This is a simple life, little changed for generations, but not an easy one. Your work determines if your family will live through the winter and though more children means more mouths to feed, it also means more hands to work the fields. Peasants are a common sight in a grim & perilous world.

Some despise this life and want more than another season of drudgery, perhaps even aspire to become a folk hero of legend. Others flee after suffering spoiled crops from one year to the next and from seeing their families suffer from hunger and disease. This is made worse by seeing others who have more despite not having worked as hard. The heart of the simple Peasant is easily as inflamed by valorous deeds, as it is lured into sin. Armed with sickle and sword, Peasants may rally to strike off the head of the very lord they'd previously served before!

MORE WORK?

The long, arduous days a Peasant faces never seem to end. Rustic in your ways, you're well-acquainted with the hardships of labor and have developed a specific tolerance towards backbreaking drudgery. And when you rest, you sleep soundly and always awaken refreshed.

Effect: Adjust your Peril Threshold by +3. In addition, you always recover your Peril Condition Track to Unhindered after resting.

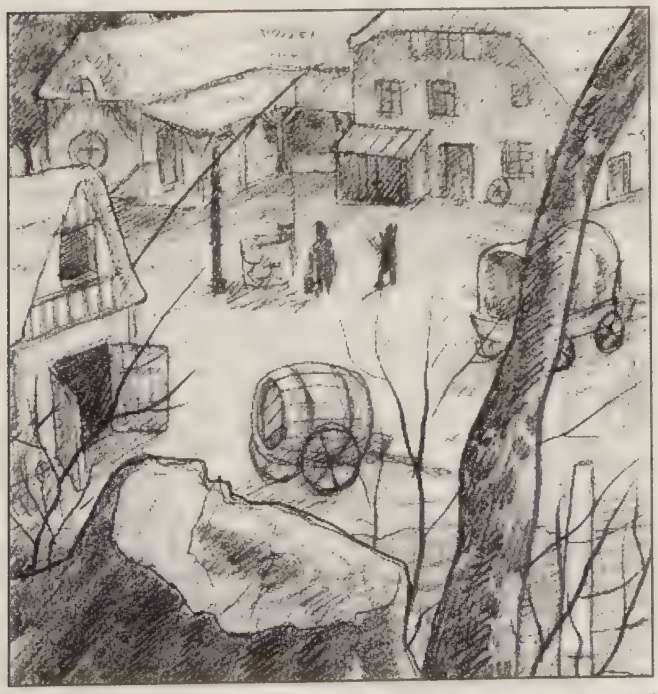
DRAWBACK: SALT OF THE EARTH

Despicable wretch! Lowly worm! Kneel before your betters, and polish my boots while you're at it!

Effect: When you enter this Profession, immediately change your Social Class to Lowborn.

PEASANT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Rural Sensibility
SKILL RANKS	Survival	TALENTS	Secret Signs
SKILL RANKS	Toughness	TALENTS	Supernatural Paranoia



PILGRIM

Pilgrims devote themselves to their faiths entirely. They are religious wanderers, moving from village to village, preaching the gospel and visiting holy shrines. Whether in the deepest reaches of old ruins or great city temples, the Pilgrim actively seeks out miracles, relics and saints they can hold dear in their soul. Although often denounced as fanatics, they know within their heart of hearts that they are the closest of all mankind to the gods. This cannot be disputed, for despite not having taken holy vows and principles, they seem resistant to the dark pull of Abyssal promises of power.

If a Pilgrim needs more than their faith for protection, they take up their walking stick as a cudgel or fall in with a band of adventurers. Their calling's need for them to be self-sufficient means they have skills useful in the wilderness, in healing and in social situations, so they are often welcome traveling companions. While the Pilgrim is a bulwark of his faith, chaos loves picking at their insecurities. Any flinching away from the Pilgrim's divine certainty is like finding a chink in the armor for Corruption. Chaos thus feeds on a Pilgrim's self-doubt, replacing their once beloved gods with new gods of blood, decay and perversion. A Pilgrim never loses their love for their old gods, but it lessens as their devotion to a sicker, more Abyssal lord festers.

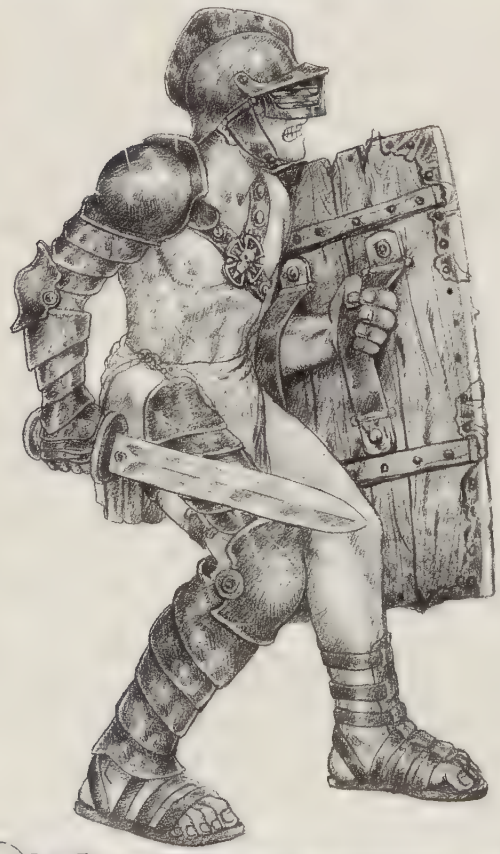
ROAD TO ENLIGHTENMENT

The Pilgrim is a spiritual aspirant whose faith secures them a place at the side of those they revere in the afterlife. However, this spirituality can be compromised by the unwanted attentions of Abyssal terrors. Fortunately, their shield of faith safeguards them at opportune times.

Effect: When you suffer 1 to 3 Corruption, make a (Routine +10%) Resolve Test. If you suffer 4 to 6 Corruption, make a (Standard +/-0%) Resolve Test. If you suffer 7 to 9 Corruption, make a (Challenging -10%) Resolve Test. If successful, you suffer no Corruption.

PILGRIM ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Long-winded
SKILL RANKS	Toughness	TALENTS	Sprint



PIT FIGHTER

The Pit Fighter does not engage in combat on the field of battle, but before baying crowds in acts of spectacle and butchery, sweat and viscera. Some are free, others slaves, but both slaughter criminals and beasts in the arena for the entertainment of others. In the simplest of fights, two men enter, one man leaves, but some arenas increase the spectacle and the danger by placing traps to pin the unwary, holding fights against beasts – or worse, mutants and demons or even as bloody sacrifices to the gods! Regarded as little more than butchers or sadists, Pit Fighters are adaptable in combat and skilled in a variety of fighting styles. Formidable fighters whatever implement is put into their hands, the Pit Fighter's skill in sadism often drive crowds into an uproar as they scream "FINISH HIM!" in anticipation of the *coup de grâce*.

Whether they are criminals that fight simply for the right to stay alive or mercenary entertainers who get a cut of the proceeds from the betting circuit, Pit Fighters are without question ruthless killers. With each vicious act, it eats away at their humanity bit by bit. Sure, a Pit Fighter may find fame in eviscerating opponent after opponent, but it rarely means they find friendship outside of the pit circuit. Theirs is a lonely life, one that can only end in death, but some reach celebrated heights, their names chanted aloud as the blood of fallen foes drip from their hands. That is when they become less of a man and more of a monster, following the call of the crowd for just a moment of acceptance.

BLOOD & SAND

The roar of the crowd inspires the Pit Fighter to greatness. Let the lavish spectacle of the sport begin and rally the people to your favor!

Effect: Whenever you spend a Fortune Point, you move one step up the Damage & Peril Condition Tracks positively.

PIT FIGHTER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Hard to Kill
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	No Mercy

PREACHER

In the endless suffering, both mental and physical, of a grim & perilous world, the Preacher plays the role of spiritual advisor, leader and confidante. Their testimony can bring hope to the weak, despair to the unfaithful, joy to the pious, sorrow or penitence to the sinner. Blessings be to those willing to shepherd the lost flock through their darkest hours, with the hope that they may see yet another dawn. Preachers stand behind their altars, spouting the word of their gods and beseeching blessings from on high. Tithe bowls are passed, thanks are given and solemn prayers are sung. Some Preachers do not settle for one flock, but travel to god-forsaken lands, preaching gospel and saving heathens from themselves. Such priests are rarely greeted with open arms, being intrusive, pushy and too ready to reveal the light to 'non-believers' – meaning anyone not within their faith.

The Preacher's position of moral authority gives them an almost unprecedented ability to mislead, manipulate and extort their congregations. It only becomes more dangerous when their proclamations actually carry divine power, as they sometimes do. They may mistake divination for madness, their own weakened minds seen as their god's will, a charge that no man can ever disprove. And woe to the Preacher when the people forsake their gods. As their earthly proxy, killing the messenger may bring peace to the downtrodden!

FIRE AND BRIMSTONE

A Preacher's sermons are filled with impassioned words, evoking vivid images of sinners in anguish and torment.

Effect: You may flip the results to succeed at Leadership Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Leadership Skill equal to three times your [FB] – this includes use of Inspiring Words during combat. You also understand how to use the *Ritual of Blessed Sacrament*.

SPECIAL TRAIT: DIVINE MAGICK

You are a proxy to a distant god, calling for divine intervention with the utterance of sacred prayers.

Effect: You are solely a practitioner of Divine Magick. As a consequence, you may never adopt a Profession which has Arcane Magick as a Special Trait. In addition, you immediately learn three Generalist Magick spells when you enter this Profession. If you gained Divine Magick from a previous Profession, you learn an additional Generalist Magick spell instead.

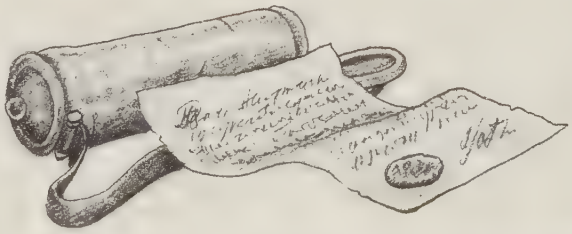
DRAWBACK: LURE OF POWER

The wellspring of Magickal power is immeasurable. It woefully draws its practitioners deeper and deeper into its embrace, corrupting both the soul and the world around them.

Effect: When you generate face '6' with Chaos Dice, you invoke a Chaos Manifestation. See **Chapter 10: Grimoire**.

PREACHER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Scrutinize	TALENTS	Silver Tongue
SKILL RANKS	Simple Melee	TALENTS	Worldly



PROSTITUTE

As the world's oldest profession, Prostitutes hold an uncertain position within society. Most are employed in brothels, making little coin once their services have paid for room and board. These brothels range in quality from roadside stop overs to a concubine's lavish chambers. Some Prostitutes serve in temples where their service to the faith carries no social stigma. The more ambitious Prostitutes may be pimps, retire to become madams or service violent 'pleasures', but some rise to become courtesans with official positions at court. Prostitutes may offer more than sexual comforts; many are an understanding ear to their client's problems, a few have learned the exotic massage arts of the east and a minority even entertain without using their bodies.

The life of a Prostitute is hardscrabble. Some run away from abusive madams or pimps, taking to following roving armies to ply their trade or even become adventurers in search of independence and wealth. Here they can pick up martial skills uncommon to the underclass. Unfortunately, Prostitutes make prime targets for corruption by the Abyssal servants of pain and pleasure. There are even rumors that corrupted Prostitutes spread their damnation through sexual congress, carrying deadlier plagues than mere venereal disease. Even if untrue, a Prostitute's honeyed words have seduced more than one victim into the seething corruption that waits in the darkest of shadows.

THE FULL MONTY

Prostitutes use suggestive body language, risqué acts and innuendo to convince others to do their bidding.

Effect: All Skill Ranks you acquire in the Charm Skill modify your Base Chance by +20, instead of +10. In addition, when you perform acts of carnal knowledge with another, you both 'get lucky', gaining 1 Fortune Point each to personally use. This benefit cannot be given or gained more than once per day.

PROSTITUTE ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor (Fellowships)	TALENTS	Ambidexterity
SKILL RANKS	Scrutinize	TALENTS	Holdout
SKILL RANKS	Simple Melee	TALENTS	Larceny

PROVOCATEUR

In the games of prestige and power played at court, at masquerades and salons, in gambling halls and drug dens, there is one figure that the nobility and the well-to-do must watch and listen for – the Provocateur. Mysterious and manipulative, the Provocateur is capable of infiltrating and schmoozing any social circle, extracting information and even dispatching foes with elegant efficiency. They combine seductive charm, worldly knowledge and secret motives in one deadly but attractive package. Many a lord or lady has been found with their pantaloons down – both literally and figuratively – as a result of a Provocateur's scheme, only for the culprit to have fled or plead ever so convincing innocence.

The Provocateur makes many enemies, and one misplaced kiss or ill-conceived plan could land them in hot water. Banished from their comfortable yet dangerous lifestyle, their guile, proficiency with disguise and knack at parlaying grants them advantages in both the slimiest of dens and the most gilded of halls. Of course, their overconfidence and brazen attitude can just as easily land them in hot water here and whether that ends up with them bare knuckle brawling in an alligator pit or chasing a wagon down a crowded street, trouble follows them. It also increases their chances of suffering injury, sickness and the even darker whispers of Abyssal fiends, seeking to lure them towards corruption.

SHAKEN NOT STIRRED

Play it cool, hold your cards close to your chest and roll the dice only when you are absolutely certain you'll win. But when all else fails, you always find another in-road for your ambitions.

Effect: When you fail a Charm or Eavesdrop Test, you may re-roll to generate a better result, but must accept the outcome.

PROVOCATEUR ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[CB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Holdout
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind

PUGILIST

The Pugilist fights with his fists for money. Perhaps they were always a scrapper and joined a traveling circus, or they learned to fight in the army and found no other career, or they learned to fight protecting their family against the Bailiffs or they are just a rowdy drunk. Now they are able to win fights with their bare fists by strength of will and atrophy of nerve. A rare few make their living as prize fighters, living off hefty purses as prizes, while the washed-up end up in the back alleys fighting for a handful of pennies or as bouncers in lowly winesinks. Regulated matches leave the fighters looking only slightly better than pounded beef, while amateur bouts can end with one – or both – participants dead. Not to mention lingering pain, blackouts and confusion; pugilism is a sport where sacrifice is key.

What does a Pugilist do though, when they can no longer, or no longer want to, fight? Aggression being their forte and their livelihood, the Pugilist finds it very challenging – nigh unto impossible – to sire and raise a family or improve their station to more gentile callings. They can no more change their nature than a bull in a china shop. Many a lover or child has fallen bloody prey to their own attempts to disprove this; truly, a grim end for even the mightiest of Pugilists. All that's left is the fight, and the Pugilist is willing to bring it on until their own bitter end comes.

MORTAL COMBAT

Pugilists rarely know one end of a sword from the other, but they can rely on their fists and feet to get the job done. Brutal palm strikes, ferocious kicks to the groin and bone-shattering head-butts make up their fighting style.

Effect: You ignore the Pummeling and Weak Qualities when fighting with Brawling type of weapons. In addition, you may refer to [BB] or [CB] when inflicting Damage with this type of weapon, whichever is more favorable.

PUGILIST ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Clinch Fighter
SKILL RANKS	Toughness	TALENTS	Ground & Pound

RACKETEER

The one figure that every shopkeeper dreads is the over-dressed thug done out in cheap finery and knocking at their door to collect their monthly protection fee. This is the Racketeer, a thug who portrays themselves as just an honest businessmen wanting to "protect the community we all live in". Most Racketeers run solo operations, backed by a small gang or even a Pugilist, but some landlords employ them as rent collectors, as do some aristocrats as aggressive tax collectors. Although the Racketeer will be the first to tell you they hate violence – "it's bad for business!" – if veiled threats have no effect, then they will readily leave a few bruises with their sap, threaten a loved one or take a club to a shopkeeper's knees. Or get their muscle to do it. Though ready to resort to violence, Racketeers rarely kill. Better to take their cut and keep people alive, so they can continue to collect.

If shopkeepers can collectively find enough courage to stand up to a Racketeer (**and how dare they?**), then the Racketeer will find themselves run out of town and penniless. This is when the adventuring life looks to be a better prospect, offering opportunities to employ their honeyed words on the unsuspecting or unleash any pent-up aggression upon the hordes. Though they think themselves the masters of business acumen and deception, the downside is that when their violence and trickery fails, the Racketeer is left revealed as nothing more than the two-bit thug they always were.

MASTERMIND

You're no fool when it comes to interpreting the letter of the law, as you take advantage of the sanctions that support the business and amnesties afforded to 'lawful' pursuits. However, when the law falls short, you lean on your lawless roots, resorting to bullying and threats to pave the way to largesse and lucre.

Effect: When you fail a Folklore or Intimidate Test, you may re-roll to generate a better result, but must accept the outcome.

RACKETEER ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Incredible Numeration
SKILL RANKS	Scrutinize	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Menacing Demeanor

RACONTEUR

In the modern age of a grim & perilous world, the Raconteur is a *jack of all trades*, but a master of none. They regard themselves as being students of the world and although their attention spans are short, their drive to experience life is large. Never focusing on any one field, Raconteurs are professional amateurs who take in knowing just enough and being always ready with the right quote to join any conversation or give any considered, seemingly informed opinion. Thus Raconteurs make interesting additions to any guest list, spinning the most outrageous of stories and anecdotes. Unfortunately, they are also busybodies, bohemian and feckless, enjoying a privileged life free of social responsibility, free of obligation and free of debt.

Free of debt, you say? Oh, we didn't tell you? Raconteurs are the world's biggest freeloaders. You'll come home from working in the fields to find them lazing about your cottage, having eaten your larder bare or taken your horse for a joyride with "that rather randy fellow" or "a bonnie lass they met in the village", only to have lost the horse on the way back. Simply put, Raconteurs are charming malingerers, shirking duty at their own discretion, sponging off everyone. Once the well of charity has run dry, they move on to find the next 'friend' who can be taken advantage of. Only the most desperate of Raconteurs take to adventuring, and even then, their 'gift' of gab doesn't serve them very well when faced with the stark realities of a violent world.

JACK OF ALL TRADES

The Raconteur can apply the fundamentals of most abilities, even without formal training. They are true factotums, dedicating themselves as a jack of all trades but a master of none.

Effect: You gain a +5 Base Chance to all Skill Tests you do not possess Skill Ranks in.

DRAWBACK: NOTORIOUS MOOCHER

Living off the hard work of others, you manage to get by with but what's in your pockets or what's been given to you. Unfortunately, this casts an ill-light upon your reliability as you burn through your associates' charity all too quickly.

Effect: When interacting with people who you know, you must flip the results to fail Fellowship-based Skill Tests.

RACONTEUR ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Ranged	TALENTS	Forked Tongue
SKILL RANKS	Skulduggery	TALENTS	Worldly

RAKE

What becomes of a person who has lost everything? A life of leisure squandered and lost in but a moment of misfortune or a carried grudge? The Rake knows, for once they lived a life of wealth, if not one of great status, but no longer. Now they rub elbows with gutter trash, salty dogs and scurrilous cads, forced to live amongst the *hoi polloi* while sneered at by their former peers. The only thing Rakes detest more than the poor surrounding them are their rich and fashionable former friends. Although Rakes yearn to return to their old fortune and friends, if that's not possible, then as far as they are concerned, no-one deserves to be rich or in charge.

As outcasts, Rakes trade in their canes and fancy clothes for saps and leathers, living as both

brawlers and gamblers and able to toss off a quip just as easily as an uppercut. Although their journey of redemption can lead them to odd places, the Rake knows that however far they slip down the social ladder, they will climb back up – eventually. Nothing will stand in their way and this is their greatest weakness. So strong is their lust and greed, they will destroy any threat or obstacle in their way, including those around them. Thus blinded to the fate of their compatriots, even those who actually care; this is when chaos of rebellion worms its way into their mind until they crumble like the high society they hate.

MAGNIFICENT BASTARD

A Rake lives a riotous life, rubbing elbows with miscreants of all stripe. As the threat of violence rears its ugly head, a vicious punch to the kidney may buy you some time to get away.
Effect: Select one foe in combat. That foe is left Defenseless to all Perilous Stunts you make until they are defeated. You may select another foe afterwards.

DRAWBACK: WASHED UP

Leaving behind the life they once lived, the Rake is now forced to rub elbows with the friends they've got, as opposed to the ones they had.
Effect: When you enter this Profession, immediately change your Social Class to Lowborn.

RAKE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Toughness	TALENTS	Lightning Reaction

RAT CATCHER

The Rat Catcher may not have the most execrable job in a grim & perilous world – that arguably is the 'gong scourer', but it is unpleasant. They travel from village to village, wading through rivers of human filth and trash or ducking into warrens where they bait, trap and ferret out vermin like rodents, moles, snakes and the like. With the aid of their ubiquitous 'small but vicious dog', they help prevent the spread of disease through their necessary work. During plague outbreaks, Rat Catchers are much in demand and famously can make money aplenty, but they rarely spend it flagrantly. Instead squirrelling it away for when rat and other vermin populations are thin, they maintain a penny-poor appearance and a reputation for miserliness.

Being associated with plague outbreaks means that Rat Catchers are seen as ill-omens. Some whisper of the strange and crude chalk markings left above rat holes that Rat Catchers have worked, that these are homage to a forgotten god, borne of filth and excrement, while others tell of the tale of the Pied Piper, a vivimancer reputed to have lured both rats and children into the wanton arms of the Skrzzaks' mysterious god. The Rat Catcher simply smiles grimly at such rumors, but perhaps there may be some truth to them? Who are the Skrzzak, you ask? Best ask the Rat Catcher, for only they know of the people below where good people dare not tread.

GUTTERSPEAK

Maintaining congress with mangy dogs, wild rodents and tending to other varmints, Rat Catchers are often seen talking to themselves. However, they are in fact conversing to the animals they catch and hunt alongside with. They often reply to each squeak, chirp or hiss they hear. Having spent years in tunnels and warrens, they interpret them just as if they were talking to any other person.
Effect: You may use any Fellowship-based Skill to directly communicate with Small Animals (specifically moles, rats,

rabbits, rodents, snakes, weasels and dogs). This interaction is not always beneficial: many creatures are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as an all but supernatural type of communication; the complexity determined by the GM. In addition, you are immune to specific Diseases such as Filth Fever and Grey Plague.

RAT CATCHER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Gallows Humor
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Streetwise

REEVE

The modern roads of a grim & perilous world are plagued by bandits, highwaymen and worse. It is the duty of Reeves to patrol these roads, a duty that they carry out with brutal efficiency, scrutinizing every passerby, merchant caravan, coach, wagon and aristocrat's train for signs of criminal activity – or worse. This scrutiny is one that even the boldest of nobles would prefer to avoid, but grim and stony-faced, Reeves still go about their duty. Of course this is all a front, for Reeves are like any other men, they have homes to go to and families just like any other. When they holster their flintlock pistols and climb astride their horses, they almost an entirely different people.

A Reeve would never be seen consorting with the likes of Burglars, Sellswords and Diabolists. Those that do are usually running from something in their past – a false arrest, murder or even failure to carry out a brutal order given by a cruel baron, all could set a Reeve back on the road they once patrolled, their duty forsaken. Their duty invariably comes back to bite them – hard! Many times the thoughts of a con artist, Vigilante or road agent have readily turned to taking revenge on an ex-Reeve. If the servants of chaos don't take them down first, their old enemies will be their death knell.

I AM THE LAW!

The Reeve is so cold, they bleed ice – when they speak, they never need to repeat themselves. There are times when patrolling the roads over windswept moor and through dark forest, when a distinct show of force is necessary to cow a brigand or highwaymen, all it takes is a flash of their badge.

Effect: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. Furthermore, you always influence a number of people with the Intimidate Skill equal to three times your [BB] – this includes use of Litany of Hatred during combat.

REEVE ADVANCES

SKILL RANKS	Interrogation	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Ranged	TALENTS	Shoot From The Hip
SKILL RANKS	Toughness	TALENTS	True Grit

SCRIBE

Although there are wealthy nations that have developed fledgling printing-press technologies, elsewhere both the creation and replication of messages, proclamations, verbose legal texts, books and educational works as well as letters and deeds, remains the province of the Scribe. As professional readers and writers, Scribes work for those who can read – because they can afford to hire a Scribe – and those who cannot. They also need to be fast and to be able to write plain text as well as elaborate calligraphy. Many Scribes also serve as translators, turning one language into another, so that understanding can be reached between nation and races. Though the humble Scribe rarely admits it, the lives and fates of hundreds of thousands rest in their quills and ink pots.

It is rare that a Scribe is ousted from their work hunched over their desk, possible reasons include the forging of fake documents, the spreading of false information or propaganda, even anarchist screeds. Well-educated and quick of both wit and hand, one glance at noble's hand and they can copy the script style as if it was a simple drawing of a flower. So many a Scribe has made themselves extra money by writing fake pardons. Such talents can land them in trouble, as many Scribes with broken and worthless hands can attest. Once ousted, the dark corners of reality their skills can take them to rarely appreciate those who can read dread scripts and translate their meaning; ask a blind Scribe how they lost their sight, and see them weep as they tell their tale of hubris and woe.

SCRIVENER'S SPEED

You are trained to both to read and write at an alarmingly fast rate, which when combined with your lightning quick intellect, means you understand the written word quickly and easily and are able to replicate just as quickly and accurately.

Effect: You reduce the time required to use Education Tests by half (examples include research, speed-reading, writing, etc.). In addition, you automatically succeed at all Skill Tests to decipher cryptographs in languages they understand.

SCRIBE ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Multilingual

SELLSWORD

When battle looms near, a normal person will ask what they're fighting for. Their king? Their god? Their countrymen? Whatever they decide, the Sellsword knows it to be lie. Instead, these grizzled mercenaries brandish steel for the coin it will put in their pocket. After all, if you're good at something you should never do it for free. For many a Sellsword an early death, unsung and unloved, followed by an unmarked grave awaits them. Wiser Sellswords have found brotherhood and a nod towards safety in banding together as mercenary companies. With gruff names like the 'The Bloody Mummers' or 'The Black Company', they live and die by their reputation and results, serving as platoons in undermanned armies or garrisons, moving between employers or simply waiting for the next war.

A Sellsword's reputation means more than their skill. Do they honor their contracts or solicit bids from the competition? Are they cold, calculating veterans or do they seek out and revel in violence? They are rarely trusted. Soldiers doubt their loyalty. Peasants revile them for their brutality. Lords tighten their purse strings once battle is done. Sellswords take contracts that no one else will – put down a peasant revolt, evict blue-bloods from their manors or ransack a shopkeeper's premises for a rival guild; sometimes this is the only paid work available. After all, it is the characteristic 'clink' of coins in the hand that drives them to murder others for profit.

DOGS OF WAR

Every scar a Sellsword bears has a story behind it. Every disfigurement speaks to their history of violence. But war... war never changes. And every mercenary must debase themselves for survival, doling out barbarity with reckless abandon.
Effect: You never suffer Serious Injuries.

SELLSWORD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Indifference
SKILL RANKS	Toughness	TALENTS	Second Skin
SKILL RANKS	Warfare	TALENTS	Tough As Nails

SERVANT

Prospects are lean in a grim & perilous world and for the unskilled and those with no chance of learning a trade or joining a guild, the opportunity to enter service as a servant offers chances to support their families and better themselves. They sweep gutters, carry pints across a tavern, scrub gongs below the city, cook banquets and help dress lords and ladies many times a day. Their hours are long and exhausting, with respite found only in the small shacks or rooms under the stairs or eaves where they sleep. A lucky few work and live in better circumstances at a manor, but they are few in number, often recruited by the lords in question instead of being picked from the street. They're jobs that someone must do, but rarely are they remembered for doing them.

Their invisible presence means that Servants get involved in events quite unexpectedly, they hear secrets best left unsaid, witness acts of heinous violence or find tangible evidence of indiscretions. Overlooked by their superiors – unless they screw up a job – some Servants have turned it to their advantage. Even if they cannot find a way to profit from such titbits (for their employers surely would not suspect them?), they can at least take some pleasure in the gossip they have to spread. Found out, whipped and thrown out, in general, a Servant makes a poor traveling companion for adventurers.

However, they find themselves perfectly content to tag along after being disenfranchised from their former master.

TOWN GOSSIP

The Servant is an invisible presence, able to blend into the background around their employers and less reputable members of society. This provides them ample opportunity to eavesdrop, covertly observing others while picking up juicy rumors.

Effect: When you fail an Eavesdrop or Rumor Test, you may re-roll to generate a better result, but must accept the outcome.

SERVANT ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	TALENTS	Carousing
SKILL RANKS	Simple Melee	TALENTS	Silver Tongue
SKILL RANKS	Stealth	TALENTS	Worldly

SLAYER

There are things in the dark that mean ill to all, but there are a few who dedicate their lives to hunting such things. Taking up the mantle of Slayer never comes about under joyous circumstances. It always begins in blood, a mind-shattering experience that leaves the Slayer in pain and on a path that invariably ends in their bloody demise. Each Slayer vows to aid all those who need monsters slain. The best survive great battles unseen and unsung, their offers of aid seen as a means to scare or exhort the peasantry out of ale and coin. There is no such thing as a bad Slayer; should one make even a single mistake, then they will probably end up as another skull littering the bloody lairs of the things that still stalk the night.

The path of the Slayer takes them into dark corners where they often discover the naked and ugly truths of the world. They know the sins that birthed monstrous creatures that lurk; have seen the shadowed undead on the periphery of reality; and faced demonic hordes in mortal combat. Few escape such encounters unscathed, mentally or physically, only for the Slayer to search out the deadly after deadly encounters until sweet death takes their last breath. This path can also lead a Slayer's comrades to their doom, for the Slayer possesses a death wish that can only be fulfilled by a vainglorious death!

THE SLAYER'S PATH

The world is a dark place, filled with loathsome abominations. When these fiends appear, the terrified populace calls upon madmen known as Slayers to kill them. They are foe hammer to such beasts, attacking with relentless furor!

Effect: After you have successfully defeated a creature (providing it is not a Humanoid or of a player Ancestry), its kind then becomes your chosen enemy. When attacking your chosen enemy, you always add a 1D6 Fury Die to melee weapon attacks. In addition, you are immune to the Intimidate Skill – along with Stress, Fear and Terror – used by these creatures. Note that there is no upper limit to the number of chosen enemy types a Slayer can have.

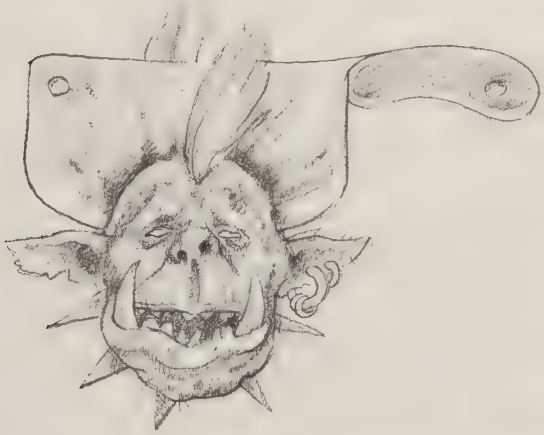
DRAWBACK: DEATH WISH

Unfortunately, the path of the Slayer is a difficult one that only the truly insane would possibly follow.

Effect: In order to follow the Slayer's Path, you can never wear armor as it violates this tenet. Should you don armor, you do not gain the benefits of any Professional Trait – Slayer or otherwise – that you possess.

SLAYER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[BB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Bad Axx!
SKILL RANKS	Toughness	TALENTS	Die Hard



SMUGGLER

Draconian laws, xenophobia and social taboos are a boon to some, but they are the bread and butter of the ever-elusive Smuggler. Any Smuggler worth their salt knows every port, seedy tavern and crime family; and if they don't, they are a dead man walking. Selfish and greedy, but only because they and their customers know their time is valuable, Smugglers often have debts to pay or families that rely on their criminal ways, but as long as they can make Kessel's Trade Run in twelve days, they can put food on the table. Not all Smugglers are noble at heart, breaking blockades and serving the needy. Many trade in illegal goods: hallucinogens, dangerous animals from distant lands and illegal arms. Such black market goods sell for high profits, but come with high risks of imprisonment or execution.

Smugglers and adventurers have skills in common. Quick reflexes, weapons and negotiation skills, and expert vehicle control means that if they can't convince someone or defeat them, they can certainly outrun them. Since not every deal goes down, this means that many Smugglers are constantly on the run from their pasts, with skeletons in the closet and ghosts of the dead lurking behind their shoulders and on empty stretches of the road, wearing nerves thin. This is an opportunity for chaos to play on doubt and paranoia and worry fester until it seems that all the Smuggler ever does is run.

HÄNS SHOT FIRST

Every Smuggler is ruthless at heart, resorting to villainy when the situation necessitates.

Effect: When combat begins, you gain 3 APs that must be used immediately at the top of the Initiative Order – even if you were Surprised. Once spent, determine your place in the Initiative Ladder and take your Turns normally. If more than two Smugglers are present, the one with the highest [PB] goes first.

SMUGGLER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Disguise	BONUS ADVANCES	[FB]
SKILL RANKS	Drive	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper
SKILL RANKS	Stealth	TALENTS	Streetwise

SQUIRE

Squires undergo long hours of training to develop both martial and scholarly skills, performing rote tasks to instill strict discipline. They serve mentor knights, performing mundane duties such as caring for their horse, cleaning and maintaining their arms and armor, helping them into their armor and even fighting alongside their patron in battle. Some even attend forming schools, academies which pride themselves on equestrian arts, military history and strategy. Naturally, their students were all born with a silver spoon in their mouths, though it is not unheard of to find those born of lower status or bastardry serving as Squires to lowlier knights. On the battlefield, they are taught to value strength in numbers over personal might, reflected by their adherence to tactical warfare.

War never changes, but it changes those who make war. Each battle takes its toll on the Squire in the form of lost companions and shattered sanity. Then Chivalric altruism gives way to selfish survivalist instincts, the fresh-faced recruits turn jaded, intent on butchering their enemies. It is of no great surprise to find that the most murderous and sanguine of gently-born warlords began their tutelage as a Squire. Disenfranchised soldier-squires are even more dangerous as having lost both honor and wages, they often turn to brigandage and pillage – or worse. Some even look to found their own baronies, perhaps enslaving the local population in the process. This bothers them little, for they acutely know how demoralizing it is to serve without recompense.

METTLE & STEEL

Squires undergo harsh and rigorous training, lessons which a knight instills into them with vicious beatings at the end of a wooden sword. This regimen teaches them the skills they need both on and off the battlefield through practice, evolving into muscle memory.

Effect: At your option, you may substitute the Warfare Skill in place of Resolve. In addition, you may substitute Warfare in place of any Skill required to Resist Perilous Stunts.

SQUIRE ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Arbalest's Speed
SKILL RANKS	Simple Ranged	TALENTS	Fencer's Panache
SKILL RANKS	Warfare	TALENTS	Silver Tongue

TRAPPER

In a grim & perilous world's colder climes, a good fur-lined coat could be all that separates you from life and death. The Trapper is a fur and pelt hunter, but instead of using guns or blades that could potentially ruin a good fur, they use traps and then dispatch their quarry with a cut across the jugular. Most Trappers make their living off of killing 'necessary' game; wolf or bear pelts for the cold, seal pelts for waterproofing and so on. Some trade in the luxury furs, such as mink or fox normally reserved for the elite. The most fearless trappers have their eyes on dangerous or illegal game, like the lions of the south or great basilisks and their diamond-hard scales. Despite being a necessity to many, some Trappers are subject to the ire of other rangers and nature types, accused of exploiting, rather than serving, the natural world.

Trappers travel far and wide for their quarry, following migration patterns or delving into lost ruins or caves to find rarer game. Others are run off of lands, either by territorial animals who have sensed a threat or a Gamekeeper who has had too many animals killed. Trapper are adept at not only making and laying traps, but spotting and disarming them too, from simple snares to complex arrow traps. They also possess great survival instincts and are excellent guides, but the stress of adventuring is entirely different from that gained from hiding in a tree waiting for your mark to approach. When a Trapper sees humans flayed or eaten alive by fodderlings, or see their allies succumb to injury from traps, they may slowly realize that they are no different from the monsters they fight.

IT'S A TRAP!

With an eye for the minutest of details, traps cannot confound you.
Effect: You automatically spot hidden traps without having to make a Skill Test. Furthermore, you may flip the results to succeed at Skill Tests to create and disarm traps.

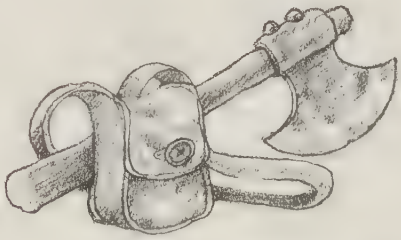
TRAPPER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Skulduggery	BONUS ADVANCES	[PB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Take 'em Down

VAGABOND

A rolling stone gathers no moss, but you could say otherwise about the Vagabond. Vagabonds are wanderers, storytellers and well-weathered vagrants who find more solace on the roads between villages than they do settling into a dull drudgery. Wandering hither-and-yon, hopping on ships or tagging along with wagons to see what the world has to offer, Vagabonds live at the whim of their wanderlust and that is how they like it. Often strange and somewhat aloof, the Vagabond tends to pick up little mannerisms, stories and attitudes from places they visit, becoming more worldly and independent in the process.

Vagabonds are already adventurers in a sense, though they would rarely delve into tombs or walk alone into badlands. They are hardy and crafty individuals, having a smattering of skills from all walks of life they picked up on the road. The Vagabond is no stranger to tragedy, though, and sometimes the people they meet end up dead or worse. At times, having nowhere to call your own is rough on a wanderer, and Abyssal servants love tormenting these souls with visions of a life the Vagabond will never have, but one they will always chase after.



AIMLESS DRIFTER

Consigned to the life of a wanderer, you have seen far-flung places, shook hands with strange people and picked up odd affectations along the road, but as an experienced traveler, you know that road. In that, you're oftentimes viewed with apprehension or adoration, depending on who you speak with.

Effect: When you fail a Folklore or Navigation Test, you may re-roll to generate a better result, but must accept the outcome.

VAGABOND ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Worldly

VALET

Being a Valet is not just a profession, but a fine art. Trained for years at academies that teach the intricacies of manners, traditions and social maneuvering, the Valet is far more than a simple household servant. They are intellectuals, mentors and companions that not only show that you have wealth, but that you know how to use it properly. The Valet is just as much a figurehead as the manor lord and a proper Valet takes utmost pride in their work. Quick with advice or a sly word, confidantes that keep secrets that would get others killed, some are closer to their lieges than their parents were. Either such parents took little interest in their offspring or their lieges were orphaned at a young age – perhaps their parents killed in an alley after a night on the town – but they are responsible for raising their lords into more than capable leaders and heroes.

Sometimes the secrets the Valet knows or a new upstart lordling inheriting a family fortune finds no use for a dusty old codger, leads to the Valet's dismissal. With fine tastes and dapper suits, Valets are ill-suited to a life of poverty, so often seek income or treasure elsewhere (or at least a new lord to ward over). Impeccably mannered, some Valets are not above spying on conversations, a useful skill in the halls of power. Yet the Valet can also be trusting to a fault, and in a time when the stench of corruption can waft from every dark alley or manor cellar, excess trust can lead to stained reputations, slit throats or even unimaginable demonic horrors.

ALFRED PFENNIGWORTH

Valets embody impeccable grace and confidence, attending to their duties with professional charm while galvanizing the presence of those whom they serve. Their presence mollifies reputation, lends credit to business dealings and ensures seamless social maneuvering.
Effect: When you Assist others with Skill Tests, they gain two Assist Dice instead, choosing the better of the two to use. In addition, when you Assist them, they may ignore any Critical Failures they roll, treating them as regular failures instead.

VALET ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	TALENTS	Meeting of the Minds
SKILL RANKS	Simple Melee	TALENTS	Multilingual
SKILL RANKS	Stealth	TALENTS	Silver Tongue

VIGILANTE

Vigilantes can be 'heroes of the people', handing out justice when the law fails to, but others are nothing more than paid ruffians, beating up others at the behest of some guild or simply the amusement of some petty noble. Some choose this path to right the wrongs they have encountered in their day-to-day lives, others take it up to be able to deal out violence and get paid for it. Whether professional bully or enforcer of justice, Vigilantes adopt colorful monikers, costumes and flourishes, creating an alter ego to protect their livelihoods and family. A few infamous Vigilantes from history include 'Guido Fawkes' and 'Spring-heeled Jack'.

Whether driven to right wrongs or mete out beatings and slayings, a few Vigilantes come to crave violence of its own sake, their knack for mayhem and murder transforming them into sadistic madmen or killers. Masked Vigilantes of this caliber include 'Jack the Ripper' and 'Whipping Tom'. When this happens, they may end up becoming a part of a villain's gallery, opposed by other Vigilantes whose drive for justice will invariably draw them into a fight with these would-be antagonists. In the end, there is a dark place within every Vigilante; a hole that cannot be filled by a life of sedentary peace.

MORTALITY WORK

With the tools of murder, a Vigilante savors all the 'little' emotions of the kill. In their last moments, people show you who they really are, particularly when you have a knife pressed against their throat.
Effect: When you inflict an Injury with a weapon, your foe also suffers 2D10+your [WB] mental Peril.

DRAWBACK: ALTER EGO

The powers-above will not cast their favor upon you, until you don the mask of a Vigilante.
Effect: When in places where you may be recognized as anyone other than your moniker, you cannot use Fate Points.

VIGILANTE ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Simple Ranged	TALENTS	Knifework
SKILL RANKS	Stealth	TALENTS	Strangler's Union

WATCHMAN

From the poorest rural hamlets to the largest of cities, Watchman are trusted to keep a keen eye out for trouble. Trained to repel unwanted elements, to rally to the hue and cry and to act quickly when danger is detected, Watchman patrol amongst the people and stand alone against the night. Trusted to keep the dark things out of settlements and to act as society's moral backbone, Watchmen are thought to be an elite force with seemingly endless numbers, but the opposite is true – no more than two dozen Watchmen patrol the largest cities, and even then they are usually underequipped. Watchmen have a knack of stretching out their numbers and warning against the largest threats, but even they cannot prepare for every eventuality that may befall a city's walls.

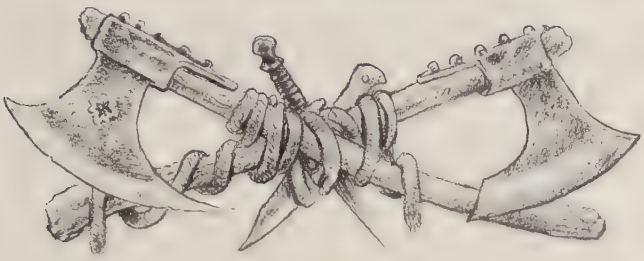
Watchmen are seen as pillars of law and order, but not all Watchmen stand so tall. Rough pleasures come with rough work, for it is not uncommon to learn that a Watchman visits the illegal brothels and gaming dens that they should be policing to indulge their vices. This can lead to their being blackmailed or bribed with a few farthings and the bribes can be even bigger when a Watchman has to look the other way as an aristocrat hurriedly exits a brothel! Greasing the palms of these petty sentinels is all but part and parcel to the stench of corruption that passes in and out of the city gates.

HUE & CRY

A Watchman relies on preternatural instincts to sniff out danger. They are quick to rally in the face of lawlessness, vigilant and alert.
Effect: When combat begins, roll 2D10, instead of 1D10, to determine your place in the Initiative Order.

WATCHMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Arbalest's Speed
SKILL RANKS	Simple Melee	TALENTS	Eagle Eyes
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper



EXPERT PROFESSIONS

Unlike regular Professions, Expert Professions have specific requirements in order to enter them. Those which gain access to Magick are indicated below with an asterisk (*) beside its name. Expert Professions are arranged alphabetically.

EXPERT PROFESSIONS

Archmage *	Hermetic *
Assassin	Hierophant *
Augur *	High Lector *
Badlander	Illusionist *
Barrister	Inquisitor
Black Magister *	Iron Abbot *
Bloodmonger *	Merchant Lord
Chattel Slaver	Military Officer
Crime Boss	Necromancer *
Dark Disciple *	Pistolier
Demagogue	Plague Doktor
Drowned One *	Pledged Guard
Druid *	Pyromancer *
Duelist	Revered Mother *
Dungeoneer	Rune Thane
Elementalist *	Scholar
Executioner	Shaman *
Explorer	Soothsayer *
Funerary Mage *	Truthsayer *
Godsworn *	Veteran
Grail Knight	War Dervish
Grey Guilder *	Warlock *
Guildmaster	White Wolf *

ARCHMAGE

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick. Finally, you must sacrifice one Fate Point upon entering this Profession.

Magick holds many dangers, but it also grants many boons – warmth, benisons, defense, healing and more. It has become a great tool in a grim & perilous world, but the Magick practiced today is not that practiced in ages past. Secrets of the original arts have been lost to the ages, consumed by war or destroyed by natural disaster. Rumors abound of still ancient mages, living centuries beyond their time in remote locations where they study the origins of Magick. Much like Black Magisters, practitioners of arcane Magick uses the combined Ætheric Winds, but where the Black Magister crushes them into a swirling mass, the Archmage refracts and refines them into a separate, but together form known as Silver Magick. It takes decades to fully master this technique. In doing so, they reach heights unimagined by most other Magick users, yet in comparison to the Archmages of the past, they still remain apprentices in the high arts. The large majority seek knowledge and experience, striving for the real purity beyond the Material Realm and perhaps even the nascent energies that formed reality at its core.

Traditionally aloof and cloistered behind walls of esoteric know-how, the Archmage's might remains unrivaled. This explains why national armies attempt to conscript them to serve as dreaded battle wizards on the battlefield. The searing light of the combined Winds can bore a hole into the Archmage's soul, making them a lightning rod for Ætheric power rather than its commander. Long have the Abyssal Princes worked to sway Archmages to their side, as having a servant with the might of refined Magick on their side could spell ruin for the entire world.

MASTERY OF THE HIGH ARTS

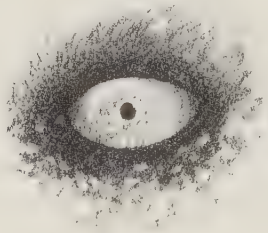
You have successfully unraveled the confusion of the Ætheric Winds, able to 'separate' them as you call forth Magick. These strands are then re-woven into perfect, silvery order; their warp and weft woven together to achieve spectacularly perfect feats of Magick.
Effect: Select one Petty, one Lesser and one Greater Magick spell over the course of your Profession. When you succeed at your Incantation Test to cast these spells, treat them as Critical Successes instead.

SPECIAL TRAIT: ARCANE MASTERY

Having reached the ultimate stratum of Magickal practice, you now understand the deeper secrets of the Æthereal. Unraveling these arcane mysteries, you call forth powerful, world-altering Magicks, but at the risk of corrupting yourself and harming your allies in the process.
Effect: You can now attempt to learn Greater Magick from the list of Arcana your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Arcana.

DRAWBACK: WARP DISSONANCE

The mind reels at the complexities of the Ætheric Winds and how they pass into the Material Realm. The mortal soul is not properly equipped to deal with these confounding majesties and can easily overwhelm even its most learned of practitioners. It takes solemnity and inner grace to properly balance oneself against the buffeting Winds of the Æther, one that must be unburdened by woe.
Effect: Whenever you are suffering from 6 or more Corruption, you cannot Channel Power.



ARCHMAGE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Battle Magick
SKILL RANKS	Simple Melee	TALENTS	Higher Mysteries
SKILL RANKS	Scrutinize	TALENTS	Winds of Change

ASSASSIN

You must possess at least two Skill Ranks in Stealth in order to enter this Expert Profession.

A cold body with their throat cut by a garrote; a noble suffering a seizure and foaming at the mouth; a heretical priest shot in the head from afar. These are all victims of the Assassin, a professional killer of the highest caliber. The most famous assassins are Bloodmongers who worship the Crouching One, but they only commit their crimes for the sake of their god. A true Assassin is the consummate professional – all business and confidence in their abilities. They wear immaculately inconspicuous wardrobes, move with a poise and posture that enables them to act at any moment and conceal a small armory about their persons

– though they can strike with their hands just as much as they can with blades and bolts. Their tasks are simple: get in, complete the job, and get out: no muss, no fuss. Every Assassin has their favored tools, but all use disguises, concealment and forgery to accomplish their goal.

Assassins rarely adventure into the wider world – their home is in the city, full of wealthy benefactors and spurned lovers. Those that do are fleeing something – often with another Assassin hot on their tail (Assassins see other Assassins as the targets truly worthy of cold calculated methods). Assassins kill without being there and with people hearing what they want them to, making them useful in countless situations. The true hindrance to any Assassin is too much evidence, too many witnesses, too little alibi. When Assassins lose their poise and composure, they often come to enjoy the kill for kill's sake, relishing the death as much as their skills used. Corrupted they come to worship death itself and are thus ripe for conscription by the darkest of powers.

ART OF INVISIBILITY

Using closely-guarded arts of the Assassin, you can disappear before others' very eyes.

Effect: You can attempt to use the Stealth Skill to escape from plain sight, providing you have a distraction. In addition, you automatically succeed at all Skill Tests to blend into crowds, unless you give yourself away by running through them or failing to conceal a drawn weapon.

DRAWBACK: ASSASSIN'S CREED

One must have a callous indifference towards the sanctity of life to become an Assassin. This career tends to draw the bloodthirsty and insane to its ranks. Assassins who are consumed by the act of killing are utterly corrupted, while others who maintain proper decorum will remain untainted by their grisly work.

Effect: When you take an innocent life unprovoked, you automatically gain 1 permanent Chaos Rank.

ASSASSIN ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[CB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[CB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Doppelganger
SKILL RANKS	Simple Ranged	TALENTS	Gruesome Shot
SKILL RANKS	Stealth	TALENTS	Indifference

AUGUR

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

There are two barriers between the Well of Souls and our Material Realm. One is the Æthereal Veil, the other is the realm of dreams, a borderland where sleepers can see the unreality inherent in the universe. The Custodian – the mysterious goddess of dreams and death – uses dreams to speak to Her devoted priesthood, the Augurs. As priests of the lady of death, Augurs hold that death is a part of the great cycle and grateful for the life given to them rather than the ending they must brood upon. Reserved rather than morose, Augurs serve as attendants to the dead – embalming and burying them for their journey to the Well. They also spend their lives in reflection of their dreams, and have obtained gifts of revelation and insight into the future and the nature of dreams. From under their dark and bilious cloaks, they prognosticate the fate of all men. It is even said that Augurs know the nature of the death that awaits every man, though their descriptions of such events are vague.

Augur temples are dark and cold, for this is where they prepare the dead for burial and the afterlife. The Custodian is an inevitability, rather than a welcomed figure, and it is rare for anyone other than Augurs to actively worship her. To Augurs, the supernatural is the highest blasphemy against their lady, stealing souls that rightfully belong to the Well of Souls. Those Augurs who become utterly obsessed with the mysteries of death become Dark Disciples, transforming their once-holy rites into foul necromancy.

SHADES OF THE PAST

When you brush your hand over the dead, your head fills with visions from their life. From both joyous and traumatic events of their personal history, your mind reels with memories of the life once lived by the corpse you touched.

Effect: When you touch a corpse, make a successful Incantation Test to learn three important facts about their past. However, you may only ever exert this power over an individual corpse once.

SPECIAL TRAIT: PRAYERS OF THE CUSTODIAN

Terrible dreams haunt the Augur; however, within these dreams comes hidden meaning and secrets. This is the way the Custodian speaks to Her followers, allowing them to prognosticate the future. Through these portents can Her Augurs begin to understand the higher mysteries of the universe and call upon the Custodian's full body of blessings.

Effect: You can now attempt to learn Magicks from the Prayers of the Custodian, as listed in **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Custodian. You cannot cast Lesser Magick from the Prayers of the Custodian until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Custodian and cannot adopt any other Profession that gives different Prayer types other than Prayers of the Custodian.

DRAWBACK: THE CUSTODIAN'S COMMANDMENTS

The Custodian makes specific demands from Her priesthood. They must remain steady foes to the befouled Crouching One, taking all means to bring their cult to an end. They must defend places where the dead are buried and cannot disturb those who have been chosen by the Custodian to enter Her sacred realms. But of all Her strictures, none is more demanding than that which states all necromancers and those who'd raise the dead unnaturally must be hunted down.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Custodian. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

AUGUR ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Indifference
SKILL RANKS	Scrutinize	TALENTS	Secret Signs
SKILL RANKS	Toughness	TALENTS	Supernatural Paranoia

BADLANDER

You must possess at least one Skill Rank in Survival in order to enter this Expert Profession.

The wilderness is full of dangers, both mundane and fantastic, and only the Badlander truly knows the best ways to survive under soaring canopies or in frigid valleys. Die-hard survivalists, trackers and hunters, Badlanders are consummate rangers that can follow tracks that are weeks old and navigate by the stars on overcast nights. They are often hired as scouts by mercenary units or armies, their task to forge ahead of the main vanguard, using stealth and observation to watch and report on enemy movements. Badlanders are also hired

as caravan guides and navigators. They are expert marksmen, never being seen without their longbow and a full quiver of arrows. Individualists who believe that civilized society only exists to hold them back, when not working, Badlanders live alone, honing their skills in the wilderness they fear and respect. Most haunt a specific wilderness, often working along with Druids and Gamekeepers as its protector.

Badlanders are loners at heart, so it rare that they leave their solitude to become adventurers. Most do so out of a sense of duty to protect people in the wilds and protect the wilds from them. Independently-minded rather than dour, Badlanders are fantastic fighters, able to target an Orx at a thousand paces and nestle an arrow between their eyes with hardly a thought. Their solitude can be their undoing – endless nights stalking enemies, eating spoiled food to survive and the eerie silence they must keep is enough to drive anyone to madness. Those that break become true wildmen – xenophobic outlaws who will attack anyone they see as a threat.

LEAF ON THE WIND

You are rarely comfortable in one place, possessing a strong sense of wanderlust. You have learned to live off of roots and bark when necessary. The dangers of the wilds persist and just a few minutes of shut-eye here and there are enough to live by.

Effect: You are always able to provide enough food and water to live on, never suffering from the effects of Starvation or Sleep Deprivation.

DRAWBACK: ENJOY THE SILENCE

Badlanders enjoy the solitude of the wilderness more than others. They treat others with extreme discrimination, seeing their presence as more a distraction than a boon.

Effect: You never Critically Succeed at Fellowship-based Skill Tests, even if you roll a Match. In addition, you cannot take advantage of Talents, Traits, Magick or Fortune Points to modify any Fellowship-based Skill Test.

BADLANDER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[CB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[PB]
SKILL RANKS	Simple Ranged	TALENTS	Light Sleeper
SKILL RANKS	Stealth	TALENTS	Long-winded
SKILL RANKS	Survival	TALENTS	Nerves of Steel

BARRISTER

You must possess at least one Skill Rank in both Bargain and Guile in order to enter this Expert Profession.

The Law is a fickle mistress; at times draconian and labyrinthine, at others, suddenly revised by one emperor or ignored by the next. The Legal system never tires though, people are tried, acquitted, jailed or even executed, worked and driven by the much maligned Barrister. Barristers are lawyers, litigants and mediators, spending their lives studying the law in order to convince the often waif court of their pledge's innocence. Theirs is a thankless job – they go through years of training and study, only to be spat upon if they lose a case despite the impossibilities stacked against them. Most work for those who can afford their often extortionate fees, but some Barristers specialize in legal interpretation, criminal prosecution or become the official representatives of the nobility or even royalty. The rewards for serving as such legal representatives is high – elevation to minor nobility and with it, lands, titles and income. When such legal representatives fail to successfully represent their masters in court, the punishment is very rarely death. Usually they suffer the sentence that their masters would have, had they been found guilty instead. Unless the Barrister can prove their innocence, this usually marks the end of their legal careers.

Barristers would appear to be ill-equipped for a life of exile, but they know how to protect themselves, both verbally and physically, having learned to defend themselves against their more unhinged clientele. Those that do not go into exile, stay and play a role as society's inside man – easily researching legal loopholes, forgiving debts or even bending the ear of a noble or royalty. When they do work, most Barristers have their clients' best interests in mind, but the power to ruin lives, to gouge clients for unpaid fees and seeing the innocent unjustly sent to their deaths, begins to grind most Barristers down. Eventually, they grow uncaring of their clients' fates, interested in the bribes they can take and place, the power they can wield and so they become susceptible to the honeyed words of the foul.

POUND OF FLESH

Where desperate attempts to bargain fail, you are there to demand harsh compensation.

Effect: You may flip the results to succeed at Intimidate Tests. When you succeed, it is always considered a Critical Success. In addition, when you successfully Intimidate someone, you inflict 1D10+your [WB] in mental Peril. Finally, you may substitute Fellowship in place of Brawn when determining Base Chance of success with the Intimidate Skill.

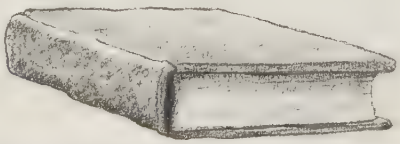
DRAWBACK: UNTRUSTWORTHY

Despite having both the backing of the law and schooling, you are roundly mistrusted by others. Many see you as a blood-sucking, money-grubbing parasite of society. Inquisitors may even believe you may be, in fact, a blood-sucking vampire!

Effect: When you fail any Fellowship-based Skill Test, you suffer 1 Corruption.

BARRISTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Forked Tongue
SKILL RANKS	Resolve	TALENTS	Menacing Demeanor



BLACK MAGISTER

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Every peasant and burgher knows of the inherent dangers borne of Arcane Magick. Its power flows from the Æthereal Veil and wraps around the world in invisible but destructive zephyrs – Winds that arcanists mold and control according to their whim. Tapping into even one Wind is dangerous enough, as it carries the risk of caster's body and soul being ripped apart, but there are some arcanists who wish to amplify this power, opening themselves up to a ravaging storm of Ætheric Winds. Those who risk everything for these dark arts are called Black Magisters, at first warned, then shunned by the arcane community at large for meddling in powers they fail to understand. Such warnings often fall on deaf ears as Black Magisters are too self-centered and narcissistic to care for anything beyond their own quest of real, ultimate power. They seek out natural pools of Magickal energy, where all the Winds swirl together in a lightless, fetid mass – known as Void Magick.

Black Magisters are nearly always outcasts, perhaps running from zealous Inquisitors or on a spirit quest to understand demonic might from its immortal practitioners. They are not all power mad though, some Black Magisters' intent

is only to learn and discover more about Void Magick. However, regardless of their intent, the arcane might they study or seek is dangerous and a bane to all who wield or are affected by it. Of course, many Black Magisters are driven to seek the power they desire, but worse, others do traffick with Abyssal demons in the search for all that is dark and corrupt. Either way, one false step and they transform from learned arcanist into gibbering wretch, one knocked about by the Winds of Æther for all of eternity in damnation.

MASTERY OF THE VOID

You 'crush' the unstable Winds of the Æther, forcing them to coalesce into chaotic yet powerful combinations with dramatically amplified effects. However, even as you bend these deeply destructive Winds in the shapes you desire, they can have wildly unpredictable side effects that can unravel the thin veil between the Material Realm and the Abyss, creating unstable rifts.

Effect: When you Channel Power and succeed at your Skill Test, you Critically Succeed instead.

SPECIAL TRAIT: ARCANE MASTERY

Having reached the ultimate stratum of Magickal practice, you now understand the deeper secrets of the Æthereal Veil. Unraveling these arcane mysteries, you call forth powerful, world-altering Magicks, but at the risk of corrupting yourself and harming your allies in the process.

Effect: You can now attempt to learn Greater Magick from the list of Arcana your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Arcana.

DRAWBACK: DAMNED

Unfortunately, the power you wield is highly destructive – not only to others, but to your very soul.

Effect: Any time you gain a Disorder, you gain a Malignancy as well. Malignancies are covered in **Chapter 10: Grimoire**.

BLACK MAGISTER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Æthereal Alignment
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Higher Mysteries

BLOODMONGER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

In deep warrens below the earth and the riotous fighting pits of the south, from the dark wastelands ruled by Mutants to the lands stalked by coldly-neutral Siabra, the priests known as Bloodmongers make blood sacrifices to their reviled deity, The Crouching One. Worship of The Crouching One has been almost entirely outlawed and Bloodmongers are almost universally despised; devoting yourself to murder holds little sway in the civilized world. Despite this, the Crouching One's name is often invoked over death sentences and vendettas or whispered by the poor and desperate appealing to the Bloodmongers for revenge. This is not as surprising as it sounds, as there are clearly legends of heroic Bloodmonger killers that perform their deeds upon the villainous with a gross sense of justice. These are only legends though, and only the Bloodmonger priesthood utters His name aloud with any relish.

Bloodmonger initiation involves ritual bathing in the viscera of an exquisitely slaughtered oxen. In their hidden temples, their rituals are long and deadly, animal sacrifice is common, since regular sacrifice quickly attracts the Inquisition's attention. Where blood sacrifice is demanded, but impossible, Bloodmongers ritually leech themselves of their own blood as petty offerings. Either way, spilling too much blood draws the Crouching One's ire and spilling too little does the same. Bloodmongers hide their worship of the Crouching

One, communicating amongst themselves in public via discrete hand signs every worshipper knows, and suppress their madness so as not to draw the Inquisition's attention. Eventually, this madness cannot be suppressed and most Bloodmongers slip into the dark crimson of their worship, becoming relentless serial killers or devoting themselves wholly to chaos, wholly taken by their bloody ways.

EXSANGUINATOR

To spill blood is to please the Crouching One. It invigorates His power from beyond and brings great stillness to the universe. Although a purely chaotic act, it can fill the Bloodmonger with divine jubilance and heal them from their ailments.

Effect: When you render the killing blow to any creature that is classified as a Humanoid (including player Ancestries), you move one step up the Damage Condition Track positively, but in exchange must suffer 3 Corruption.

SPECIAL TRAIT: PRAYERS OF THE CROUCHING ONE

The invocations given to the Crouching One are of sanguinity and violence. Priests of their order are able to cause wounds to fester from Ætheric disruption and render death-dealing blows, enhanced by the Crouching One's power.

Effect: You can now attempt to learn Magicks from the Prayers of the Crouching One, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Crouching One. You cannot cast Lesser Magick from the Prayers of the Crouching One until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Crouching One and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE CROUCHING ONE'S COMMANDMENTS

The Crouching One makes specific demands from His priesthood. His Bloodmongers must spill the blood of animals in contrition and bleed themselves of foul humours often. Sometimes, they must carry out dangerous, ritualistic missions to assassinate specific people who displease the god. Rarer still they must indoctrinate their victim's children into their sacred order, turning them into hired killers or worse.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Crouching One. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

BLOODMONGER ADVANCES

SKILL RANKS	Eavesdrop	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Blood Magick
SKILL RANKS	Stealth	TALENTS	Die Hard
SKILL RANKS	Toughness	TALENTS	There Will Be Blood

CHATTEL SLAVER

You must possess at least one Skill Rank in Interrogation in order to enter this Expert Profession.

It is not just the incursions of Chaos and Orx hordes that those living on the fringes of society have to fear. There is also the danger that might be kidnapped and sold into slavery. Although slavery no longer exists as an institution in most civilized lands, there are some regions that are still run off the

backs of slave labor and there is constant demand for slaves in these regions. Supplying this demand is the Chattel Slaver, a villainous figure who rounds up and sell others, but also works as a slave master and pit boss. Some Chattel Slavers simply deal in bondsmen or indentured servants, who work for them a certain time until their debts are paid, but most exploit the peoples of other lands, capturing and shipping them far away to be worked until their deaths. The very worst of them take vile delight in subjugating others, lashing their slaves for the slightest infraction or forcing themselves upon their slaves. Chattel Slavers are rarely tolerated in civilized lands, but this does not stop their dark trade continuing in the furthest recesses of the world.

Chattel Slavers who turn towards adventuring find use in their cruelty and violence, using their sword to speak when the crack of a rawhide whip is not loud enough. They also find a strange kindred with races that power their economies with slaves, such as the Siabra and the Dvergar. Some Chattel Slavers actually revoke their ways and try to reform themselves, becoming abolitionists who seek to undo slavery and all its consequences, but they are rare. The dark gods love a Chattel Slaver, for they are basically already doing their work for them – instilling fear, hatred and uprising among the weak. Vile demon lords will often welcome a Chattel Slaver with open arms, giving them red-hot brands and barbed whips to continue with their foul duties.

MASTER'S WHIP

With every vicious lash of the whip, with every rod unspared and arm broken, the Chattel Slaver continues their disdainful drive to subjugate and oppress.

Effect: You ignore the Ineffective and Pummeling Qualities when fighting with Brawling type weapons.

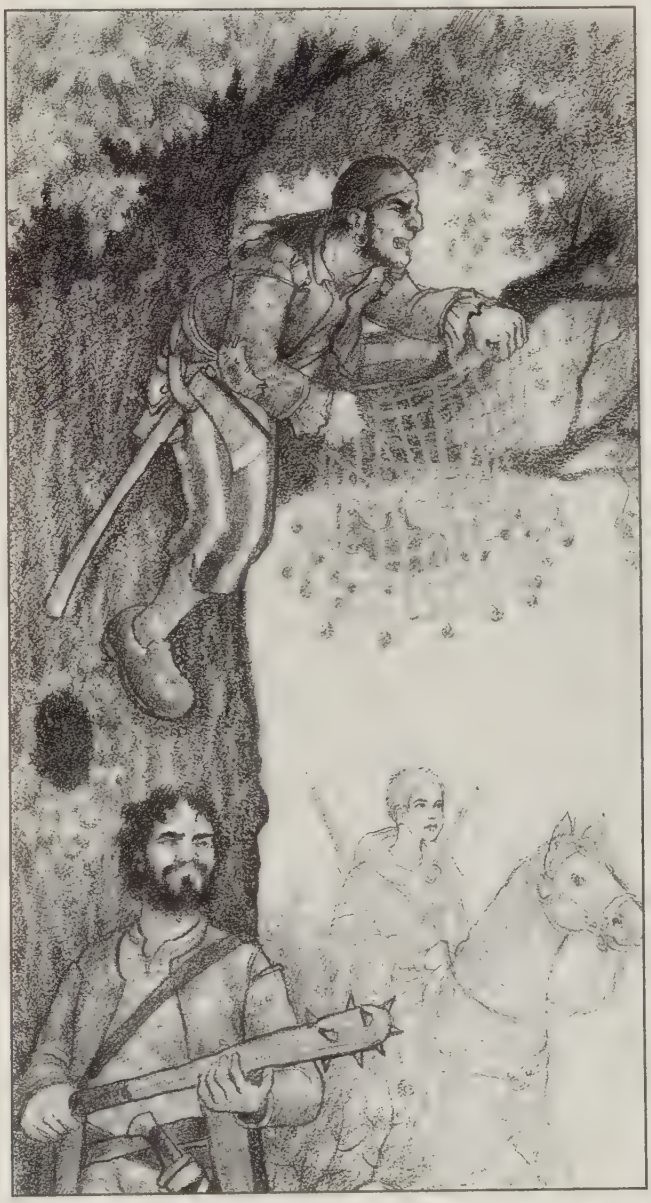
DRAWBACK: CALLOUS ATTITUDES

Slavers who relish in subjugating others often take to this trade. Each vicious act of the Chattel Slaver eats away at their precious humanity bit by bit.

Effect: When you suffer Corruption, increase the number you gain by one. This means that if you suffer 3 Corruption, you gain 4 instead.

CHATTEL SLAVER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Drive	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[FB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Skulduggery	TALENTS	No Mercy



CRIME BOSS

You must possess at least two Skill Ranks in Skulduggery in order to enter this Expert Profession.

The world abounds with professional thugs and leg-breakers, but few ever realize that they are part of a larger enterprise. In the long run, few make a long and prosperous life out of crime, but the Crime Boss is one who has. They have risen from their hard-scrabble start on the streets to make something of themselves, to better themselves, to even become respectable. Crime Bosses lead entire networks of gangs, directing their activities, keeping them paid while taking a cut and with a bribe or three, protecting them from the law. They often achieve wealth and influence, even as much as any lord or lady, as few wish to incur the wrath of a band of cutthroats and bruisers. Those Crime Bosses that survive are not foolish or brash, often being subtle strategists, knowing when to eliminate threats; who to intimidate, bribe or blackmail; and where and when to expand their business interests and their territories. They always seem like friends at first sight, but they are ruthless behind the smile and they know where the bodies are buried – and where the bodies should be buried.

Crime Bosses possess low cunning and perplexity, but their cleverness is not the only reason why they lead city-wide criminal networks – they are quick and stealthy, able to slit throats and coin purses with a skill beyond the men who work for them. They live paranoid lives, fearing betrayal from below and arrest from above, but they know how to survive close scrapes and near misses and are ready to retaliate should the need arise. Their paranoia claws at the Crime Boss' mind, pushing them to acts of brutality, not as acts of retaliation, but as a pre-emptive strike before some upstarts makes a jealous and inevitably bloody bid for power (just as they once did before they were Crime Bosses). This drives them to take a tighter grip on their gangs and their operations and so they turn from what was once a despised but necessary evil into a maniac who controls a town's underworld with a bloody iron fist.

SKIN O' MY TEETH

In times of desperation, in the most difficult of situations, you're able to escape... somehow alive. However, the repercussions for the actions you took that got into such a scrap – and out again – will inevitably catch up to you someday.

Effect: Whenever you use a Fate Point, make a Resolve Test. If successful, you retain the Fate Point.

DRAWBACK: PUBLIC ENEMY

Your face and name are well-known. Very likely, there's a reeve, bounty hunter or worse on your tail. As such, you are forced to live a life in the shadows, using trusted confidantes to carry out your tasks in public.

Effect: When in places where you may be recognized, you cannot use Fortune Points unless you make means to hide your true identity. The GM will likely ask you to make a Secret Test for Disguise when in public, only revealing the results at the most inopportune of times.

CRIME BOSS ADVANCES

SKILL RANKS	Interrogate	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[PB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Skulduggery	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Gangster Grip
SKILL RANKS	Simple Ranged	TALENTS	Menacing Demeanor

DARK DISCIPLE

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

In a grim & perilous world, the gods have grown distant, only answering the prayers of their most faithful rather than appearing in the material realm as they did long ago. Many of the priests who question why this is, come to hear not their gods, but the 'worms of ruin' that whisper a terrible truth – the gods do not exist. Manifestations of the terrible Abyssal Princes of the endless pit, these worms convince such priests that their life-long faith has been a lie, their true devotion to a clever ruse created by the forces of chaos and they are the only true deities. With this realization, the faith that these priests had in the gods grows loathsome and twisted and they become Dark Disciples. Some wander from town to town as crazed scaremongers, preaching the end of reality as we know it; some reject the gods entirely, coming to see themselves as the focus of earthly god-like might; others simply supplicate themselves before the newly-revealed Abyssal powers.

Dark Disciples must hide their change in faith, as even the hint of their worshipping Abyssal powers is reason enough for them to be burned at the stake. Yet when their Abyssal masters actively respond to them in ways their former gods no longer do, Dark Disciples have little choice but to look over the edge of ruin, staring into the ever-roiling maw of the Abyss and questioning not whether, but when, to jump. Only the strongest and most insane resist the call while still trying to make sense of its whispering. Most though, will eventually plunge head first into the sickening, torturous and blood-soaked orgy that is the realm of the Abyss, fully wrapped in its dark embrace.

FAUSTIAN BARGAIN

Your prayers are no longer answered by the god you once knew, but instead one of the vile Abyssal Princes. These personalities whisper dark secrets in your ear, telling of terrifying things to come. To see these ends come to fruition, they have given you a gift of their favor… you just dare not comprehend what they will require of you in return.

Effect: When you Critically Succeed at an Incantation Test, a single, hand-sized shard of Wytchstone appears in your palm. In addition, you may ignore the divine commandments your previous Expert Profession required of you through its Drawbacks.

SPECIAL TRAIT: DIVINE MASTERY

You have learned the deepest of secrets in the universe and share an unshakable bond with the gods above. As a result, you have gained (or perhaps earned) the watchful gaze of unsavory deities. Despite this, you are unable to call forth the most earth-shattering of Magicks, invocations unseen by other rank and file priests.

Effect: You can now attempt to learn Greater Magick from the list of Prayers your previous Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from the same list of Prayers.

DRAWBACK: DIABOLICAL MARK

You have denied the gods outright and they have now denied you in return. It doesn't necessarily mean that your prayers go unanswered. In fact, they're still granted, but by new masters. For your subservience, you are branded with a mark, sealing your obedience to the Abyssal Princes of the endless pit.

Effect: You no longer suffer from Divine Punishment, but instead invoke Chaos Manifestations as if you were using Arcane Magick. In addition, you must always Channel Power when casting Magick, costing 0 AP to do so in combat. When you Critically Fail an Incantation Test to cast Magick, your skin is branded with a permanent 'devil's mark'. For each mark, you automatically gain one Chaos Rank.

DARK DISCIPLE ADVANCES

SKILL RANKS	Disguise	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Indifference
SKILL RANKS	Stealth	TALENTS	Left-handed Path

DEMAGOGUE

You must possess at least one Skill Rank in Leadership in order to enter this Expert Profession.

Demagogues are politicians and bureaucrats, holding positions of power, but not nobility – though they aspire to title and more in return for their service – in the feudal and imperial governments of a grim & perilous world. Some are honorable and want to serve their communities, helping them guide their futures. Others are corrupt, accepting bribes and passing draconian laws that benefit themselves, their masters or both. Most are appointed to their position, while a rare few are elected. Either way, Demagogues require both charisma and flattery to hold their offices, to wield power and to find favor with their master and the nobility and smallfolk. Of course, should they displease their masters, they will quickly find themselves out of a job.

Most wandering Demagogues are out of a job, often campaigning or petitioning for a new position. In office or out, honest or not, Demagogues are extremely influential and well versed in the darker political arts – extortion, bribery, promises and lies – as well as in making impassioned speeches. In the eyes of chaos, however, all Demagogues lie, cheat and steal, some openly, some in secret. This makes them ripe for corruption, the Abyss plucking at their mortal minds driving them from being benevolent leaders into becoming murderous despots.

DISTINGUISHED SPEAKER

A Demagogue's authority is widely recognized and they often abuse this privilege. Their voice carries weight, motivating those who'd call them an ally and instigating hatred in those who disagree with their policies.

Effect: You influence any number of people who can see and hear you clearly with Fellowship-based Skill Tests. In addition, change your Social Status to an Aristocrat.

DRAWBACK: POLITICAL RIVALRY

In the course of your career, you've earned a powerful political enemy. Both they and their followers have goals opposed to yours and will defame, embarrass and shame to achieve them. They may even be willing to kill you!

Effect: You gain the Nemesis Drawback upon entering this Profession. If you already have a Nemesis, you gain another.

DEMAGOGUE ADVANCES

SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	Willpower +
SKILL RANKS	Rumor	TALENTS	Meeting of the Minds
SKILL RANKS	Scrutinize	TALENTS	Multilingual
SKILL RANKS	Simple Melee	TALENTS	Worldly

DROWNED ONE

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

"We were born from the sea, and to the sea we shall return" is the litany of the Drowned Ones, the dour priests of the enigmatic Leviathan. They claim their church is older than the Old Believer's, their faith one of penance for all those who have forsaken their lord by taking to the land. Their initiation involves being drowned in the sea with only those revived by the sacred kiss of life being considered worthy of the Leviathan's blessing. Drowned Ones trust in the mercy of the sea and storms, subsist solely on the bounties of the sea and drape themselves in rough-spun cloth to best allow salt to stick to their flesh. Many who do not worship the Leviathan see Drowned Ones as odd monks who whisper to fishes and waves, but their influence among sailing communities is not to be trifled with.

For the most part, Drowned Ones are a placid lot, rolling with events, but they can erupt in bouts of fury much like their beloved ocean. Their rituals involvef chanting and communion, holding worship on a beach next to rock-carved idols of obscene aquatic beasts they claim are manifestations of the Leviathan. Drowned Ones prayers are almost a certainty on long ship voyages, but the lord of storms also offers them fell Magicks from the depths that seem almost like the blackest of sorcery. If ever betrayed by their god, Drowned Ones become even more radical, drowning infidels in buckets of saltwater they carry ashore or by offering them to schools of sharks, the Leviathan's most holy of animals.

THRICE-DROWNED

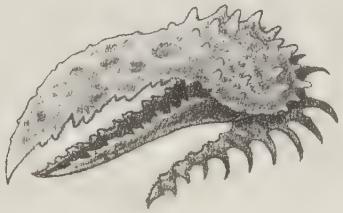
You have been blessed by another of your order, forcibly drowned three times. Thrashing as the Leviathan's salty brine filled your lungs, you saw the truth of the world below the water. Darkness came, and then enlightenment. Each time you were revived by the Kiss of Life, a new mystery was revealed to you. Each dream you had while dead showed you strange, terrible visions of a world that will end in deluge. You must prepare for the end times.
Effect: You cannot drown, never suffering from Suffocation when below water. Once you go unconscious, you instead float to the surface. In addition, you may add your [WB] to your [BB] to determine how many minutes you can hold your breath.

SPECIAL TRAIT: PRAYERS OF THE LEVIATHAN

Whereas most maritime shanties are sung while passing time aboard a ship, the chanting of the Drowned Ones are haunting invocations. They call forth both below the sea and to the sky, invoking blessings to ensure safe harbor and passage aboard the water.
Effect: You can now attempt to learn Magicks from the Prayers of the Leviathan, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Leviathan. You cannot cast Lesser Magick from the Prayers of the Leviathan until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Leviathan and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE LEVIATHAN'S COMMANDMENTS

The Leviathan makes specific demands from Her priesthood. Whistling aboard a ship is considered unlucky, as is leaving any port with a lad aboard named Jonah. Meat of animals born on the land cannot be eaten. For the most part, these demands are traditional sailor's superstitions only exacerbated by their cult tenfold and heavily ritualized.
Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Leviathan. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.



DROWNED ONE ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Navigation	BONUS ADVANCES	[IB]
SKILL RANKS	Pilot	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Azimuth
SKILL RANKS	Rumor	TALENTS	Higher Mysteries
SKILL RANKS	Simple Melee	TALENTS	Mariner

DRUID

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Though no religion can agree how the world was formed, it's agreed that the hermaphroditic Demiurge is the source of life and nature – they birthed the myriad creatures of the world and caused the land to take seed and grow. Priests of the Demiurge call themselves Druids and theirs is a faith that grew out of the worship of older, more elemental ways. They have no center of worship as most are individualists who simply heard the call of the wild and returned to her bosom. Druids are mystical and possess an unmatched lust for wildlife that sees them often consort oddly with flora and fauna – and each other. They also come to embody the fury and gentle nature of the Demiurge, taking on their god's dualistic nature in their actions and their sex. Druids dress simply in clothing that the Demiurge gives to them from nature. The Demiurge is both the god of nature and the god of childbirth, so those who wish to carry child often seek counsel from a Druid.

Druids worship in primordial areas that predate mankind – old growth glades, amidst bones of enormous long-dead behemoths and before ancient stone monoliths that have stood for time immemorial. Here they feel their beloved Demiurge's primal warmth and can engage in passionate worship, love, and copulation – though not excessively so. Druidic prayers draw from nature, for example, communicating with animals or tapping into nature's primal fury. If a Druid feels the pull of the Abyss, they turn their backs on primeval worship, jubilantly worshipping in ancient forbidden ways: mass orgies with animals, human sacrifice and offering up newborns to the Demiurge by abandoning them in the wild.

OLD FAITH'S CHOSEN

The' Old Faith' is far more ancient than today's religions; just as it has survived to this day, there are also creatures who have lived these long ages. Such beings recognize your devotion to the old faith and although they will not necessarily regard you as friendly, you are at least harmless, much in the same way that an elephant will regard an ant. In addition, a spirit animal becomes your constant companion, never far from your presence.

Effect: Animal creatures classified as Critters will never make you a target of attacks, until you initiate violence towards them or their allies. In addition, you gain the loyal service of a liaison to the Demiurge called a Spirit Animal. This Spirit Animal takes the shape of any small, common creature you can envision. You share an empathic link to the Spirit Animal, up to one mile away. In addition, you can use the Spirit Animal as an Æthereal conduit, using it as an extension of yourself for sight, hearing and touch when

it comes to casting Magick (providing it remains within your line of vision). Fortunately, the Spirit Animal can see perfectly in the dark – much to your advantage. The Spirit Animal always miraculously avoids harm by others, turning Æthereal at will. It possesses extremely high intelligence and you can commune with it at any time. Finally, you can project your voice through the Spirit Animal.

SPECIAL TRAIT: PRAYERS OF THE DEMIURGE

Druids are followers of the Old Faith, a religion that stretches back to the origin of all mankind. You pray at long-forgotten landmarks, such as towering stone monoliths and burial grounds. You now call forth the Demiurge's grace, bringing forth the primal, elemental fury of the world.

Effect: You can now attempt to learn Magicks from the Prayers of the Demiurge, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Demiurge. You cannot cast Lesser Magick from the Prayers of the Demiurge until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Demiurge and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE DEMIURGE'S COMMANDMENTS

The Demiurge makes specific demands from Its priesthood. This includes sacrificial offerings, seclusion during the winter solstice for extended prayer and jubilant exhortation during the spring solstice.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Demiurge. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

DRUID ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Heal	BONUS ADVANCES	[FB]
SKILL RANKS	Incantation	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Rural Sensibility
SKILL RANKS	Toughness	TALENTS	Saddle-born

DUELIST

You must possess at least one Skill Rank in Coordination in order to enter this Expert Profession.

No one would deny that it takes great skill to be an effective combatant and even creativity in the arts of war in order to think on your feet to avoid mortal blows. Most such fighters serve as soldiers and mercenaries, but there are none who romanticize combat and fighting skill more than Duelists. Dueling is a traditional and effective means of settling legal disputes, typically to first blood, but sometimes to death. The current fashion requires duels to be settled with a quick finality using pistols, but sword duels remain popular amongst traditionalists. Whether brash and swaggering swordsman or serious and dour professionals, Duelists typically make a living serving as intermediaries for quarreling nobles. Depending on their skill, Duelists can fight each other for almost an hour, but against brasher or ill-experienced marks, Duelists will easily run them through with a single thrust before wiping their needle-like blade clean of blood with a single flourish. Considered a step above novitiate Bravos, the best Duelists are often classically trained at fencing or swashbuckling schools, their styles and methods all varied but deadly.

Duelists are quick fighters who wear little to no armor to best move on their feet and thus avoid blows. Men and beast alike have a hard time pinning down these flighty fighters. The Duelist's main weakness is their confidence: they often see themselves as indestructible or a cut above the rest, but they bleed just as easily as the many foes they have laid low. Most Duelists hire their skills out to those unable or unwilling to fight on the dueling ground, but others simply seek out worthy opponents to prove their skills or those who have slighted them. As the stresses of life and battle weigh upon a Duelist's mind, they grow increasingly wanton with their challenges, ever ready to demand an apology or satisfaction for the slightest of affronts or impunities.

MASTERS OF DEFENSE

Whether through grueling training regimen or disciplined schooling, you have become a master of military techniques. You expertly avoid blows with ease, eviscerating an opponent's flurry of blows with steady parries and deft maneuvers.

Effect: When you are struck by a melee weapon, roll a 1D6 Chaos Die. If it lands on face '6', you ignore it as you automatically Parry it for 0 AP. Otherwise, you can attempt to Parry as usual. You must be armed with a weapon possessing the Finesse Quality in order to use this Trait.

DRAWBACK: CRAMP MY STYLE

The art of fencing demands some particular joie de vivre; an exuberance of quality in flourish and style. As such, you refute the use of all armaments which do not fit into this worldview.

Effect: You can only ever wear quilted armor to augment your Damage Threshold. Otherwise, you cannot use any of your Traits or Talents conferred by this Profession.

DUELIST ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[CB]
SKILL RANKS	Coordination	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Guile	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Fencer's Panache
SKILL RANKS	Simple Melee	TALENTS	No Mercy
SKILL RANKS	Toughness	TALENTS	Lightning Reaction

DUNGEONEER

You must possess at least one Skill Rank in Folklore in order to enter this Expert Profession.

The world is built upon the ruins of the old – deep below modern streets lie aged sewers, ancient catacombs, and antediluvian caverns, infested with all manner of unspeakable threats to the world above. Few dare to think of the horrors below, let alone be prepared to delve into the depths unknown. Those who are, like the Dungeoneer, are regarded as foolish or mad. Dungeoneers are professional spelunkers and defenders, having trained themselves to fight in enclosed spaces and drive threats back into an underworld that is rife with beasts and other terrors that would love to spread their stench to the world above. Armed with little more than a torch, fifty feet of rope, a ten-foot pole and a few henchmen, a rare few make it back alive. Those who've lived to tell the tale are celebrated in fantastic stories, such as the famous **Uncle Gygax** and **Arneson the Forgotten**.

Most Dungeoneers get their start with, and are employed by, a city to defend its sewers and its under-reaches, but some strike out to delve into ancient necromantic crypts, the vine-crawled ziggurats of the Aztlan and temples to gods long thought dead. Trained to stand stalwart, turning aside all threats at cost – even at the cost of their lives – Dungeoneers grow used to the rumblings of crumbling caverns and the dead whispering in their ears at every turn or twist of a passage.

When all this proves too much for the Dungeoneer, they act in blind panic, perhaps fleeing upwards, perhaps downwards from the dungeon. Their fate may only be learned weeks later when another hapless Dungeoneer encounters the bones of a pack mule, a torch-bearer and their former colleague.

GYGAXIAN NATURALISM

Dungeoneers have spent an inordinate amount of time learning the ins and outs of traps, whether mechanical or human. As a result, they exhibit an uncanny knack for escaping deadly snares and ambushes – invariably by the skin of their teeth.

Effect: At any time, you may spend 1 Fortune Point to avoid a trap or other contrivance intended to cause you harm, or cancel the effects of being Surprised following an ambush. Additionally, treat a result of 20% on percentile dice as a Critical Success, no matter whether you would have failed or Critically Failed the Skill Test.

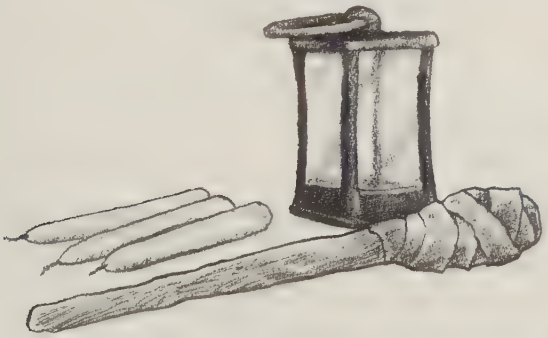
DRAWBACK: FOOLHARDY

Dungeoneers are generally stout-hearted people, possessed of the will to do good and right wrongs. However, their heroism sometimes borders on insanity, driven by the predilection to destroy all that is foul below. They'd make martyrs of themselves, if only to have their names spoken of in stories and song.

Effect: Immediately change your Order Alignment to Heroism and your Chaos Alignment to Martyrdom.

DUNGEONEER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Mine Craft
SKILL RANKS	Skulduggery	TALENTS	Secret Signs
SKILL RANKS	Simple Melee	TALENTS	Supernatural Paranoia



ELEMENTALIST

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Mages of the plants, the land and of weather, Elementalists take an almost wild and unhinged approach to their Magick. Like nature itself, it can be placid or explosive – a calming breeze one minute, a crop-destroying deluge the next. As they let elemental energy flow through and ravage them, they can split the ground with enormous rifts, bring down storms of hail and change the very atmosphere around them with lighting storms. Elementalists have much in common with Shaman, but embrace nature as a primal force rather focusing upon animals and creatures. Many Elementalists believe in the inevitability of nature's triumph, the more that the wilds are destroyed, the more they will push back. Nature has always been there and always will be, and they know retribution can be swift. Most Elementalists favor one season or natural disaster and so both garb themselves and have attitudes to fit – Elementalists who favor winter and blizzards wear thick furs, while those of summer and heat waves wear robes of thin linen.

Elementalists are volatile, prone to mood swings, and often mercurial and aloof when in their right minds. As their power grows they become more unstable, causing the wind to blow and the ground to shake and they are capable of knocking down forts with mighty hurricanes or sundering cities with massive earthquakes. At their most radical, they came to see civilization as a blight upon the world and they will not hesitate in striking down those who transgress against nature and the wilds.

SEASONS TO PASS

During certain seasons, your Magick grows immensely in power – particularly when you attempt to draw deeper from the wellspring of Elementalism. You can more accurately guess how the Winds of the Æther will impact your ability to cast, as you withdraw a power untold among other Magickal orders.

Effect: Whenever you enter this Expert Profession, select two seasons of the campaign world. During the first season, subtract one Chaos Die when you Channel Power. During the other season, subtract two Chaos Dice when you Channel Power.

SPECIAL TRAIT: ARCANA OF ELEMENTALISM

The Material Realm is made up of four classical elements. Manipulating 'Chesed', the green Ætheric wind, Elementalists are able to use the elements to their advantage. When melded together, they are a force that is both beautiful and destructive.

Effect: You can now attempt to learn Magicks from the Arcana of Elementalism as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Elementalism. You cannot cast Lesser Magick from the Arcana of Elementalism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Elementalism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: GREEN TEMPERAMENT

Elementalists must maintain harmony with nature in order to draw from the Æthereal Veil. Should they disrupt the forces of order and tip the balance towards disorder, it brings about an internal turmoil which cannot easily be ignored, outside of intense meditation and reflection.

Effect: If you are suffering from 6 or more Corruption, you cannot cast Magick.

ELEMENTALIST ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Awareness	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Impervious Mind
SKILL RANKS	Simple Ranged	TALENTS	Left-handed Path
SKILL RANKS	Survival	TALENTS	Light Sleeper

EXECUTIONER

You must possess at least one Skill Rank in Interrogation in order to enter this Expert Profession.

As the last figure seen by the condemned, the Executioner bears a most onerous and grisly task. They carry out acts of capital punishment – hanging, drawing, quartering and

beheading – and in meting out justice, raise a hand that a king never would against their subjects. Although the grim spectacle of bloody execution draws great crowds and some Executioners become as famous as they are feared, their ghastly duties and their role as the king's justice, means that they are feared and hated, even shunned by the community when their axe is laid to rest and their hoods removed. Most executions are performed on the chopping block, but new technologies mean new cruelties – crosses, gallows, firing lines, guillotines and more. Though they hold positions of wealth and privilege, Executioners rarely take any joy from their gruesome work. A rare few are reviled more than others and often the subject of reprisals from the families of those who died at the hands of their sloppy axe work. Some Executioners even accompany rulers or Inquisitors, serving as handy disposers of prisoners of war or heretics.

Performing executions is not for the faint of heart, so Executioners are invariably grim, adamant and cruel. Their weary work means many turn to alcohol and other drugs to help them forget, but this may not be enough to prevent the most lawful justicar from turning into a grim-hooded fiend. Then they may cut their bonds to lawfulness and sanity to engage in a gruesome, bloodthirsty rampage.

COUP DE GRÂCE

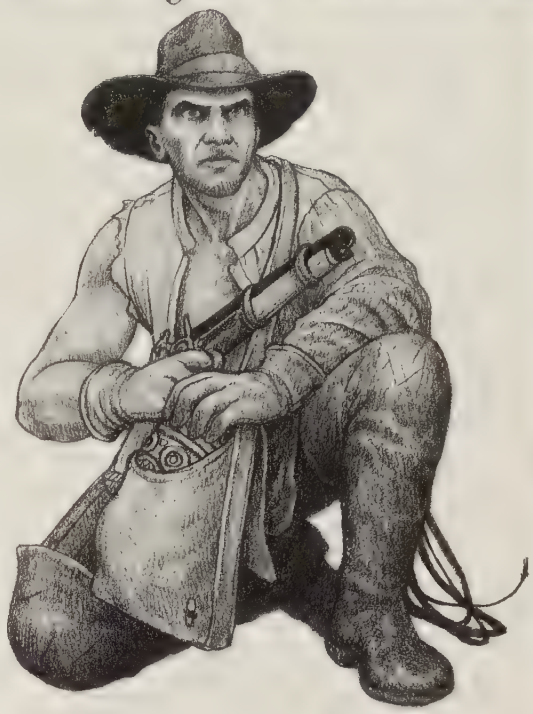
An Executioner deals the death stroke to those that kneel before them.
Effect: When you inflict Injuries with melee weapons, they are always considered to be Grievous Injuries unless you're using a weapon possessing the Ineffective, Pummeling or Weak Qualities.

DRAWBACK: A GRIM CAREER

The life of an executioner means they are shamed and feared by the smallfolk, despite their grisly (yet lawful) task.
Effect: Permanently lower your Fellowship by 9%.

EXECUTIONER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Disguise	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[CB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[WB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	TALENTS	Appalling Mien
SKILL RANKS	Rumor	TALENTS	Beatdown
SKILL RANKS	Simple Melee	TALENTS	No Mercy



EXPLORER

You must possess at least one Skill Rank in both Education and Navigation in order to enter this Expert Profession.

Where the Antiquarian journeys far and wide in search of artifacts and history, the Explorer sets boldly forth to make a name for themselves and their country. Bearing a trademark "explorer's hat", they are often independently wealthy scholars, diplomats or traders that have been given royal writ to discover new lands, seek out new trade routes and found distant colonies. Great navigators and leaders, Explorers have the charisma to mount grand expeditions, to rally failing morale enough to drive men to explore just a little further and to mollify suspicious natives or the distrusting rulers of far nations with an extended olive branch – metaphorical and literal. No matter the identity of their sponsor, Explorers are really only doing it for the fame and glory – and if a modicum cultural vandalism or the death of a tribe results from their meddling, they care little as long as they are in a history book and their discovery on a map.

The egotistical Explorer is always ready to lead an expedition that could result in the discovery of a new civilization, a lost city or the fabled fountain of youth. Though they brave great dangers, their luck is invariably with them – if not with those under their command – and whatever sticky situation they find themselves in, a wisecrack, a crack of the whip or just plain luck are enough to get them out of it. They can be quite erratic and dogmatic however, seeing their possessions and discoveries as god given rights, their superiority as divine and savages as backwards and in need of education. Explorers

presage the coming of imperialism, using rapine to take from collapsing nations and underdeveloped countries to bolster not only their patron's prestige, but their own as well.

PULP HERO

Explorers are women and men of action; if their derring-do lands them in trouble, then it will get them out again – even if only by the skin of their teeth.

Effect: When you fail an Awareness or Coordination Test, you may re-roll to generate a better result, but must accept the outcome.

DRAWBACK: FORTUNE & GLORY

Explorers are inexorably led, by their own egotism, to seek and recover artifacts, unearth lost knowledge and set forth their discoveries and theories about the world as the only truth. They'll oftentimes forget that there are more powerful forces in the world that would keep them from revealing such knowledge, for curiosity kills the cat (and the Explorer).

Effect: Immediately change your Order Alignment to Adaptation and your Chaos Alignment to Mayhem.

EXPLORER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Simple Melee	TALENTS	Strangler's Union
SKILL RANKS	Survival	TALENTS	Worldly

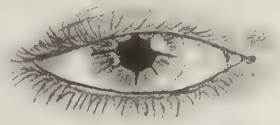
FUNERARY MAGE

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Funerary Mages and Necromancers alike understand the meaning of death, but where Necromancers fight against the march of time to live unto eternity, Funerary Mages believe in the sanctity of death as part of the natural order. Their daily interaction with the dying and the dead give Funerary Mages an acute understanding of how death comes to us all and although they embrace the certainty of death, they do not seek to wield power over it. As custodians of the dead, they guide the souls of the recently departed as they transcend from the Material Realm into the Well of Souls. This gives them a profoundly deep connection to the spirits of the world, both in life and in their passing. Funerary Mages though, do possess a vehement dislike of those that sit on the threshold between the Material Realm and the Well of Souls and they seek to banish such imbalances, for undeath does not fit into the natural order.

Given their preoccupation with the two realms, Funerary Mages are austere, disciplined and fatalistic. They are often accused of being otherworldly, for they are taught

dark secrets as part of their duties. These almost verge on necromancy, a practice Funerary Mages revile, but which spiritually corrupted and renegade Funerary Mages often turn to. For not only do they have the base knowledge that might extend their own life, but their understanding of how time and destiny works is only the beginning of a path that may see them made a god, cast between both worlds as their own master.



SPIRIT SIGHT

You've developed an affinity with the Æthereal Veil, as you now exist somewhere between this Magickal membrane and the Material Realm. As such, your sight and Magicks can reach both betwixt the Material Realm and the Veil.

Effect: You can always affect Æthereal creatures with your Magicks, regardless of whether they are in Æthereal form or not. In addition, you can attempt to visually sense the presence of Æthereal creatures with a successful Awareness Test.

SPECIAL TRAIT: ARCANA OF MORTICISM

The practitioners of Morticism have a reverence for life and a deep understanding of death. It is the cessation of unnatural endings – such as with Necromancy – an understanding of how time flows, and how destiny affects mortal kind. Morticism is the dusty murk between both that which is living and that which is not; a veil between both the Well of Souls and the Material Realm. If life were summer and death is winter, then Morticism is the fall – a path between where both twains shall pass.

Effect: You can now attempt to learn Magicks from the Arcana of Morticism, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Morticism. You cannot cast Lesser Magick from the Arcana of Morticism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Morticism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: PURPLE TEMPERAMENT

Rumors persist that Funerary Mages are nothing more than Necromancers in disguise, seeking both paths to find the truth to unlife. Given this unsavory (and unfair) reputation, it is no wonder that Funerary Mages are curt, grim and detached from the rest of the world. They do not make friends easily, nor are their words ever seen as friendly given their grave nature.

Effect: You never Critically Succeed at Fellowship-based Skill Tests, even if you roll a Match. In addition, you cannot take advantage of Talents, Traits, Magick or Fortune Points to modify any Fellowship-based Skill Test.

FUNERARY MAGE ADVANCES

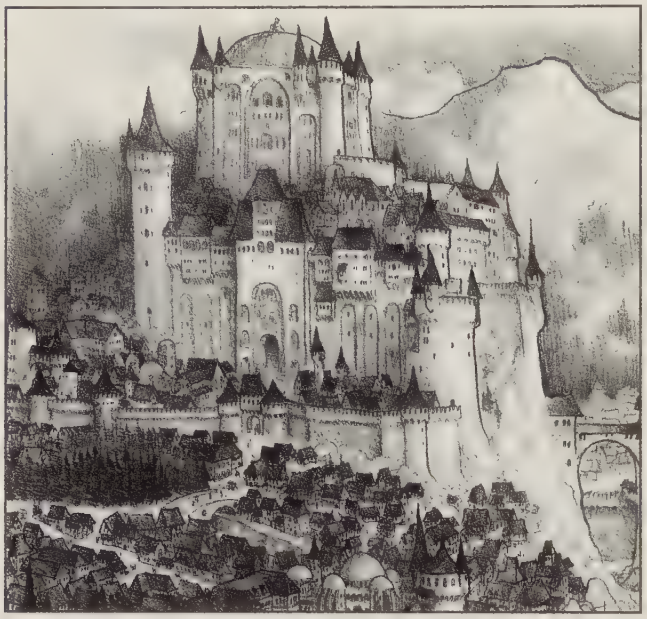
SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Appalling Mien
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Knifework

GODSWORN

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Of all the faithful in a grim & perilous world, the Godsworn are perhaps the most recognizable. Branded with the burning

star of their god and wielding oversized war hammers as their holy weapons, these warrior-priests make it their sole mission to protect civilization at all costs. The Godsworn are more a crusading order than a church – even their frailest of priests constantly train for war. They despise all inhumans, their hammers and their prayers striking down Mutants and any other creature that dares threaten the sanctity of civilized life with a searing divine light. Though they are a terror to behold in battle, Godsworn also uphold the other generous qualities of the God-Emperor: many are charitable and devoted, going above and beyond their duty in any situation, battle or no. Their god, The God-Emperor is the most relatable of the gods; He too was once a person and as in life, as a god, He embodies courage, valor, honesty, and swift justice.



The God-Emperor is the most widely worshipped of the gods and this shows in His often lavish and beautiful temples with their gold statues and ivory pillars surrounding the burning pyres Godsworn priests maintain day and night. Godsworn services are full of pomp and circumstance, with prayers that start long before and after each ceremony. However, their prayers extend beyond their temples. Some Godsworn take their zealotry too far though and start killing anyone of a different creed and race so as to maintain the purity of their faith and their people. Such 'dark' Godsworn, burned free of all hair and scarred by their righteous zealotry, brook no defiance. They carry out sanguine tasks without impunity and with extreme discrimination.

ARMOR OF GOD

Put on the whole armor of the God-Emperor, that ye may be able to stand against the wiles of chaos.

Effect: Armor never prohibits or further penalizes your Difficulty Rating when you cast Magick or Rituals. This also means you can ignore the Heavy Quality for purposes of casting Magick.

SPECIAL TRAIT: PRAYERS OF THE GOD-EMPEROR

You wear the armor of your god and can invoke His prayers. They speak of judgement, righteous fury and execution. You are the God-Emperor's priest elect and forces of chaos best step aside or else suffer from your holy incantations.

Effect: You can now attempt to learn Magicks from the Prayers of the God-Emperor, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the God-Emperor. You cannot cast Lesser Magick from the Prayers of the God-Emperor until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the God-Emperor and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE GOD-EMPEROR'S COMMANDMENTS

The God-Emperor makes specific demands from His priesthood. Some of these include obeying your king. Others may be rooting out the Mutant incursion. You must befriend dwarves, and do your best to ally with them. Most of these edicts require you to sacrifice personal liberty so that justice is fulfilled for all.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the God-Emperor. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

GODSWORN ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Incantation	BONUS ADVANCES	[BB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Simple Melee	TALENTS	Mounted Defense
SKILL RANKS	Warfare	TALENTS	Supernatural Paranoia

GRAIL KNIGHT

You must possess at least one Skill Rank in Martial Melee in order to enter this Expert Profession.

There are legends of a band of noble knights that sought out an ancient relic of great power – a holy grail. Even though no one can say if their quest was fulfilled, these tales continue to enthrall the smallfolk and inspire the sons of the nobility in a grim & perilous world. So inspired they join fraternities and pledge themselves to a great quest – protecting a land, going on a crusade or indeed, discovering the whereabouts of some holy artifact. Their connection to the old tales means that they are known as Grail Knights, and whether for their lord, their faith or their quest, their shared kinship, training, heraldry and spilling of enemy blood forges bonds between them that last far beyond the grave.

Grail Knights are skilled warriors, excellent tacticians, and knowledgeable about their quest. Their personalities and mannerisms vary between orders: the 'Order of the Gryphon' consists of fierce warriors, the 'Order of the Stoat' are sly tricksters and 'Order of the Black Knights' are forbearers of death. Not only honorable and skilled, Grail Knights find that fortune favors them in their quests. Grail Knights have strong hearts, but their fanaticism can be lured by Abyssal cravings into wanton destruction. Entire orders have twisted their 'grails', turning from stalwart defenders to xenophobic murderers, while still maintaining the same devotion to their cause. Hearing of a fallen order is an ill-omen, as even just one Grail Knight who has given in to chaos is a threat.

BLESSING OF AVALON

Grail Knights are no mere run-of-the-mill knight; they are so much more – stalwartly compassionate, honorable and chivalrous. They are the embodiment of justice, as holy warriors given jurisprudence by the gods above. As a reward for their virtuous ways, fate has decided that Grail Knights alone have a higher cause to serve. Of course, that 'quest' is more dangerous, even life-threatening than their standard duties, but with it comes glory and honor for both themselves and their order.

Effect: When you would gain a Fate Point due to your Order Alignment, you gain two instead.

DRAWBACK: CODE OF HONOR

Grail Knights hold themselves to a higher standard in comparison with other knights, and indeed, the rest of civilization. They thoroughly despise the use of bows, pistols and the like, seeing them as the weapons of cowards and unskilled warriors. Nor will they attack an enemy unseen.

Effect: You cannot use ranged weapons whatsoever, nor attack during a Surprise Turn or from ambush.

GRAIL KNIGHT ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Charm	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Survival	TALENTS	Mounted Defense
SKILL RANKS	Warfare	TALENTS	Nerves of Steel

GREY GUILDER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Money underpins civilization and society. Gold and shillings make the wheels of commerce, the hands of power and the machinery of war turn. Money speaks to power and when it does, it is with distrust and betrayal, for there are two sides to every coin. To the Grey Guilders, priests of the trickster god the Nightfather, these two sides are commerce and trickery. They believe heavily in chance, luck, deception and the almighty crown, exalting in mischief and mayhem, with many Grey Guilders having been bards, jesters or thieves reformed and turned over a new coin or leaf. Or rather they have found faith, for 'new leaf' does not mean that they have given up their old tricks. Now those are tricks dedicated to the Nightfather. Indeed, some see the Grey Guilders as nothing more than a religiously-organized thieves' guild. Grey Guilders can only be identified by the crow's eye carved from onyx worn around their necks. While their worship is not outlawed and every traveler says a prayer to the Nightfather for good luck, the priesthood is rarely trusted due to their furtive and unscrupulous nature. Grey Guilders operate and worship in independent cells, communicating with each other in their cant of slang and secret signs. They worship in secret behind the storefronts of 'honest' merchants, ceremonies being subtle and rare, little more than a tithe paid and a quick invocation for luck. Their prayers either confuse and misdirect or meddle directly in the flow of commerce, but whatever money is made a tithe is always paid. Grey Guilders who fall from grace embrace fully chance, decisions being made by flips of a marked coin, either to steal from you or kill you. These two-faced criminal priests are reviled and should be feared.

'X' MARKS THE SPOT

Grey Guilders oftentimes mark a characteristic 'X' upon their religious tokens or clothing, though never where a discerning eye would readily identify it. This 'X' is a silent invocation of luck and steadfastness, one that the Nightfather has heard. He marks His blessed followers with an invisible X Himself, as Grey Guilders are unnaturally lucky.

Effect: When you intend to sacrifice a Fortune Point, roll a 1D6 Chaos Die. If the result is face '6', you don't have to use the Fortune Point to gain its benefits.

SPECIAL TRAIT: PRAYERS OF THE NIGHTFATHER

Those who worship the Nightfather have no prescribed document of faith nor do they adhere to a religious body. They operate semi-independently of any formal church, although they do maintain a number of 'shrine clubs' dedicated to the god of luck. Those lucky enough to be blessed by him can call upon His powers to change the outcome of events in both minor and life-altering ways.

Effect: You can now attempt to learn Magicks from the Prayers of the Nightfather, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Nightfather. You cannot cast Lesser Magick from the Prayers of the Nightfather until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Nightfather and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE NIGHTFATHER'S COMMANDMENTS

The Nightfather makes specific demands from His priesthood. This includes participation in gambling, theft and graft. The use of violence is highly discouraged; even muggings and petty crimes where others are brought to harm is looked down upon. Informing upon criminal activities of others, however, is the most egregious of sins in the eyes of the Nightfather.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Nightfather. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

GREY GUILDER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[FB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[FB]
SKILL RANKS	Gamble	BONUS ADVANCES	[PB]
SKILL RANKS	Guile	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Doppelganger
SKILL RANKS	Simple Melee	TALENTS	Gallows Humor
SKILL RANKS	Stealth	TALENTS	Forked Tongue

GUILDMASTER

You must possess at least two Skill Ranks in Tradecraft in order to enter this Expert Profession.

Although there exists many an independent craftsman or scholar, control of manufacturing, craftsmanship, academic subjects and so on rests with the guilds. These fraternal, sometimes maternal, organizations monopolize specific trades or fields of study, from glassblowing and masonry to astronomy and medicine. Each guild inducts apprentices who spend years, even decades, studying their trade or subject until eventually they learn 'the mysteries' known only to each guild. Leading each guild in each town and city is a Guildmaster, perhaps a trusted librarian, a reputable merchant or a master craftsman, but all renowned for their knowledge and expertise. Together they control who engages in their trade or field of study, often denying guild membership or the right to trade to independent scholars and craftsmen They set prices too, brooking no competition, but they also present a united front against those who exploit them. Nevertheless, many have become wealthy and in the process, members of the newly burgeoning middle classes – the bourgeois burghers.

A Guildmaster's skills will vary according to the trades they represent, but all have leadership skills and know the ins and outs of their craft, trade or field of study. In a grim & perilous world, guilds have even arisen to control banking and mercenary bands, their leaders exercising great influence at court and on the battlefield. All Guildmasters work to protect their guild's monopoly, but some take their ambitions beyond this, seeking power for the sake of it. This can lead to disaster, as trade shortages leave people hungry and angry, sometimes causing violence to erupt in the marketplace.

MAKER'S MARK

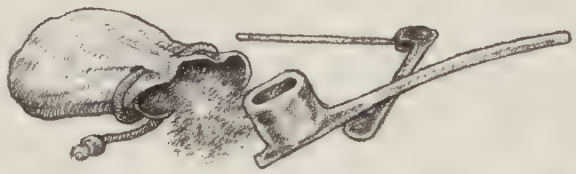
Tempered and honed by an experienced hand, the equipment a Guildmaster forges with their hand is strong. Their items withstand the test of time and deterioration, treated almost relic-like in the quality of their craftsmanship.

Effect: Any time you produce a weapon, armor or shield using your Focus, it gains the Maker's Mark Quality. This Quality can be found in **Chapter 7: Trappings**. If the trapping is not one of the aforementioned, it adds +5 Base Chance to Skill use it's related to (examples include an *astrolabe* used for Navigation, *coach* used for Drive, *rope* used for Athletics, etc.).

DRAWBACK: GUILD RESPONSIBILITIES

A Guildmaster's life is one of constant expenditure – loans, bribes, banquets, the latest fashions for their significant other and so on – for the work they do is not enough to sustain their political power. It may be used for graft, further investiture and the training of new apprentices.

Effect: You must donate one out of nine coins you have to your guild.



GUILDMASTER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Leadership	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Incredible Numeration
SKILL RANKS	Tradecraft	TALENTS	Meeting of the Minds

HERMETIC

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Hermetics study the science of alchemy, with their primary study based on the properties of the four basic elements. However, they also recognize that the Æther permeates everything around them and is thus the primary element. They see it as a universal solvent, breaking down the traditional elements into lesser substances such as gases and matter. This influences their understanding of how Magick affects both the makeup of the Material Realm and their primary concern – the transmutation of metals and ore. Hermetics are metallurgists without peer, able to weave elements of the Æthereal Veil in subtle – and not so subtle – ways to change substances. Despite them being able make such transmutations, there is still one transmutation that eludes them all, that of one base metal into another, of nickel into iron, of lead into gold and so on. Discovering the secret of 'true transmutation' remains every Hermetic's dream.

Pursuit of the secret of 'true transmutation' has also been many a Hermetic's downfall. Younger Hermetics who lack the training and knowledge can spend years searching for it without success. It can drive some into madness – or worse, lead them onto darker paths, especially if they are seeking to transmute lead into gold. Their desire for the secret can transmute into a lust for gold to equal that of any dwarf and a Hermetic may end up using unsavory substances or making pacts with the Abyssal princes. One needs only to remember the tale of Midas to understand what becomes of a person whose greed consumes them.

ALCHEMICAL THAUMATURGY

With alchemical instruments, you have learned to mix Wytchstone into liquid, distilling it into a usable Elixir. However, the risks associated with concocting your Elixirs is severely diminished by your innate know-how.

Effect: Immediately after concocting an Elixir, roll D100 three times and pick the one you prefer best. In addition, you never suffer the ill-effects of Critical Failures when preparing Elixirs, instead treating it as a failed Skill Test.

SPECIAL TRAIT: ARCANA OF TRANSMUTATION

You have adopted the thaumaturgic arts, learning to Magickally-manipulate metals to bend, shape and twist to your very desire.

Effect: You can now attempt to learn Magicks from the Arcana of Transmutation, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Transmutation. You cannot cast Lesser Magick from the Arcana of Transmutation until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Transmutation and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: YELLOW TEMPERAMENT

Hermetics possess coldly logical minds and as hyper-rational individuals, they find it exceedingly difficult to entertain ideas which may not be theoretically sound or reasoned. As a

consequence, they prefer to plan everything and invariably they find themselves grossly underequipped to deal with factors that they cannot predict.

Effect: When your Chaos Ranks exceeds your Order Ranks, you must flip the results to fail all Fellowship-based Skill Tests. This lasts until your Order Ranks exceeds your Chaos Ranks.

HERMETIC ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Ambidexterity
SKILL RANKS	Survival	TALENTS	Determination
SKILL RANKS	Tradecraft	TALENTS	Impervious Mind

HIEROPHANT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

When the smallfolk talk favorably of wizards, it is usually Hierophants they are praising. Hierophants devote their lives to studying and mastering the Arcana of Luminescence, the school of Magick that has proven time and time again to be anathema to the powers of the Abyss. Where demonic beings propagate chaos, disaster, darkness and destruction, Hierophants bring radiance, order and healing, their power being derived from light. Many give off an air of scholarly knowledge and wisdom, but while quiet and reserved, they can be judgmental and deem themselves more important or influential than other wizards. This is because of the intense pride they take in both their Magick and its purity. Their arrogance does not go unnoticed by other arcanists, but the proof is in their abilities; they can heal the sick, protect those in danger and bring hope where there is none.

Besides their superiority and aloofness, Hierophants are typically zealous when it comes to opposing the forces of chaos. Steeped in the study of purity and enlightenment, there is always a certain detachment to Hierophants, a detachment that can grow in battling the forces of chaos. If it grows too much, it can be joined by a fascination with their foes and all too readily, a Hierophant is not just battling chaos but attempting to understand and master it. Such apostates become Luminescence's harshest critics and servants of a 'universal law of purity' that only they can envision. Enacting their sense of twisted order generally leads to terrible endings for the 'unenlightened', made victim to the Hierophant's misguided understandings.

LIGHT THE DARKEST HOUR

The Arcana of Luminescence and thus Hierophants are most potent during the daylight hours, for this is when they absorb the Ætheric power of Luminescence. They can then focus this into immense, often violent, explosions of might and power when they cast Magick.

Effect: During daytime, you may Channel Power without suffering the risk of Chaos Manifestations.

SPECIAL TRAIT: ARCANA OF LUMINESCENCE

Luminescence is the most difficult of Ætheric Winds to control. It requires a potent mind, with a deep connection to the inner light of consciousness. When harnessed though, it can be bent into immense displays of light, healing and arcane power.

Effect: You can now attempt to learn Magicks from the Arcana of Luminescence as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Luminescence. You cannot cast Lesser Magick from the Arcana of

Luminescence until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Luminescence and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: WHITE TEMPERAMENT

Possessed by an unyielding quest for enlightenment – quite literally – as their bodies become a vessel for Luminescence. This unification of spirit, mind and body attunes them to the Ætheric Winds of the Material Realm. When the sun sets, however, the light is sapped from them, and they are made victim to the encroaching darkness.

Effect: At nighttime, you cannot cast Magick without Channeling Power.

HIEROPHANT ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Awareness	BONUS ADVANCES	[IB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Determination
SKILL RANKS	Scrutinize	TALENTS	Instincts
SKILL RANKS	Simple Melee	TALENTS	Light Sleeper

HIGH LECTOR

You must possess at least two Skill Ranks in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick. Finally, you must sacrifice one Fate Point upon entering this Profession.

Each church is headed by a High Lector, the most holy and trusted of any faith who has communed directly with the heavens and now serves as a holy vessel. To hear the word of the High Lector is to hear the word of god, be it of the Nightfather to a Grey Guilder, the Martyr to a Revered Mother or the God-Emperor to a Godsworn, they all supplicate before their High Lector's divine guidance. Accession to the position of High Lector almost always involves a vibrant vision and guidance from the gods. They are told to shepherd their people towards a higher order, to be a leader in both spirit, body and mind. They often take on attributes of their beloved deity, such as the God-Emperor's golden locks or the Nightfather's cloaked visage. The laity often treat High Lectors as both powerful priests and living avatars – true earthly embodiments of their god, as close to divinity as they are likely to get.

Some High Lectors revel in the power and ego of their position, but most are humble, mere servants, chosen for a lifetime of pain and glory. They are advisers and leaders, lending their prayers to the smallest of churches and the highest of temples, yet few ever journey beyond their apartments or the halls of power. A rare few take to the road, observing the grim & perilous world through their own eyes to better understand how they can serve a higher purpose. Often this is because their faith has wavered, they have fallen from grace or their prayers have fallen on empty, god-forsaken temples. As close to divinity as they are, High Lectors remain at the whimsy of their gods and those who become too enthralled in their gods tend to disappear forever. Whether this disappearance is an exaltation into the hallowed halls of the heavens or a corruptive descent into the Abyss is yet to be understood.

LIVING AVATAR

To the laity, the most obvious signs of a god's divine grace is the Magickal power, or prayers, they grant. Unlike the laity, however, you have attained the succor of your god and a benediction of the favor. Etched deeply within your soul and physically upon your body, a series of stigmata illustrate that you are truly favored above all others.

Effect: When you sacrifice a Fate Point, permanently add **6%** to any one Primary Attribute of your choice.

SPECIAL TRAIT: DIVINE MASTERY

You have learned the deepest of secrets in the universe and share an unshakable bond with the gods above. As a result, you have gained (or perhaps earned) the watchful gaze of unsavory deities. Despite this, you are unable to call forth the most earth-shattering of Magicks, invocations unseen by other rank and file priests.

Effect: You can now attempt to learn Greater Magick from the list of Prayers your Expert Profession granted you, providing you possess at least three Skill Ranks in Incantation. In addition, you automatically learn one Greater Magick spell from this same list of Prayers.

DRAWBACK: NOT LONG FOR THIS WORLD

It is said when the God-Emperor was a mortal man and obtained divine favor with the Winter King, He rose from his golden throne to begin a journey – and never returned, instead ascending into apotheosis. If a High Lector ever becomes so favored, they too wander away never to be seen again. Perhaps they embark on an endless quest or ascend into sainthood, but either way they fade into legend.

Effect: You can never have more than 1 Fate Point at once. Should you ever possess 2 or more Fate Points, you must immediately sacrifice one.

HIGH LECTOR ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Light Sleeper
SKILL RANKS	Scrutinize	TALENTS	Multilingual
SKILL RANKS	Simple Melee	TALENTS	Secret Signs

ILLUSIONIST

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Illusionists rarely congregate or stay in one place. Curious, restless and beset by wanderlust, they spend their lives on the road ever in the pursuit of occult knowledge. Illusionists prefer to remain inconspicuous, for their endless pursuit for the arcane takes them to dark places – dark places that might be seen as 'evil' by those ignorant of the esoteric arts. Knowing that this can bring them to the attention of witch hunters, they tend to slip into the night and shadows or travel under another guise. Their mix of the esoteric and the practical, scholarship and worldliness, gives them a curious skillset – unheard of for arcanists, they have a knack for swordsmanship, used to travel and are skilled diplomats. Their vow of pragmatism and poverty aids their diplomatic skills, as they cannot be easily persuaded by coin or worldly goods.

However, upon these roads less traveled, these grey pilgrims can become twisted by their own sense of secrecy. The constant need for secrecy and to hide their motives, means that Illusionists feel better prepared to hide their infernal pursuits should their search for knowledge and secrets take them in such a direction. Despite being masters of deception, witch hunters have an uncanny knack to sniff out renegade illusionists.

FACE IN THE CROWD

An Illusionist knows how to pass themselves off as another. You can go unnoticed, and possess an uncanny aptitude to make others forget who you are. It is rare that any take heed by your passing and even if they do manage to remember you, what they remember is vague and inconsistent. Thus they chalk up their lack of recall to indifference, faulty memory or both.

Effect: Strangers and acquaintances alike must Critically Succeed at a Scrutinize Test in order to recognize you, even if they have met you before. You otherwise always succeed Disguise Tests to pretend to not be who you really are.

SPECIAL TRAIT: ARCANA OF SHADOWMANCY

The art of deception, concealment and illusion are the backbone of Shadowmancy. As such, you find the darkness and evening fog more comforting than the light and sunny days.

Effect: You can now attempt to learn Magicks from the Arcana of Shadowmancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Shadowmancy. You cannot cast Lesser Magick from the Arcana of Shadowmancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Shadowmancy and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: GREY TEMPERAMENT

Property, wealth and largesse is of little use to the Illusionist. To them, they regard the aesthetics of the world around them as their bounty, carrying only what is necessary on them to survive.

Effect: You cannot accumulate property, except for what you may be able to carry upon yourself. Violation of this sacred tenet causes your Magick to automatically fail otherwise.

ILLUSIONIST ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Disguise	BONUS ADVANCES	[CB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Doppelganger
SKILL RANKS	Survival	TALENTS	Meeting of the Minds
SKILL RANKS	Stealth	TALENTS	Rural Sensibility

INQUISITOR

You must possess at least two Skill Ranks in Resolve in order to enter this Expert Profession.

Since the dawn of time, the forces of chaos have sought to corrupt the seeds of life and twist the soul of mankind. Locked within this eternal struggle, the Inquisitor knows there is no place for half measures. Vows of unwavering faith and fealty drive them to face the abominations of this world and beyond, and perhaps more importantly, to be the scourge to those tainted souls that would lead their kin down the path of destruction. It is their duty to be ever watchful, ever prepared, and ever ready to use any means necessary to keep their vows. Varied and dangerous duties see them hunting down apostates, rooting out local heresies and taking sword and flame into the depths of cult lairs. In staring down the heretic, the mutant and the supernatural, many Inquisitors come to be touched with madness themselves, an unwelcome side effect from exposure to fell ideas and dark energies.

They must soldier on though, as they are the last line of defense when all other measures would be too extreme or too dangerous.

Pious warrior or self-justifying madman, it matters little when an Inquisitor arrives on your doorstep. For ill tidings are abroad, so doors are locked, neighbors accused and pyres prepared in readiness to cleanse witches in holy fire. In pursuit of the greater 'good', no sacrifice can be too great – many Inquisitors find themselves maimed or much less of a person than the one that took their vows of purity. And those who choose to stare into the heart of darkness often find it stares right back at them in the light. Some remain stalwart champions of the faith. Others find themselves embraced by the welcoming arms of chaos and destruction they once battled. An Inquisitor knows no deadlier foe than their fallen brethren.

WITCH HUNTER'S INSIGHT

By all that is divine, the Inquisitor metes out justice upon those who offend the gods. You are therefore protected against corruption, in its many forms. You can sniff out all forms of chaos, Ætheric or otherwise.
Effect: You are always under the effects of the Generalist Magick called *Wytchsight*. However, you retain your normal vision, able to 'turn off' this sight on command. You can learn more in **Chapter 10: Grimoire**.

DRAWBACK: RELIGIOUS ZEALOTRY

Inquisitors are a dogged folk, zealous to the point of posing danger to themselves and their friends around them.
Effect: Immediately change your Order Alignment to Zeal and your Chaos Alignment to Fanaticism.

INQUISITOR ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Menacing Demeanor
SKILL RANKS	Simple Melee	TALENTS	No Mercy
SKILL RANKS	Simple Ranged	TALENTS	Supernatural Paranoia

IRON ABBOT

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

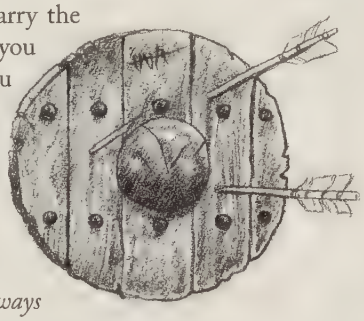
There are many subtleties to war. Maneuvers, morale, when to attack, when to retreat; it's all a deadly dance that culminates in death, defeat and victory. No one knows this more than the Iron Abbots, the priesthood of the god of war and strategy, the Steward, who devote themselves to battle and order. Their armor emblazoned with symbols of the sun and wielding their trusty, blessed spears, these battle priests serve as aide-de-camps to generals or lead regiments themselves. When they do, the Steward's blazing sun banners fly proudly alongside the banners of the nobility. When battles end, Iron Abbots tend to wounded soldiers and often facilitate parleys between the opposing sides – though ideals may be different, war and honor are universal languages. In times of peace, Iron Abbots lead pilgrimages to ancient battlefields to witness the horrors and beauty of warfare.

Although nearly every guardhouse and encampment has a shrine to the Steward, His steely temples are usually found in barracks and military academies. Iron Abbots worship consists of drills and exercises, each spear thrust and shield block a prayer to their lord of war. These prayers ensure that Iron Abbot soldiers stand firm when other regiments falter, bolstering their morale and rallying them under continued assault. The Steward demands His followers to be disciplined and honorable, so discord is rare among His ranks. Those who give into more dishonorable and chaotic ways become vehicles for bloody, senseless destruction.

SHIELD OF THE BLAZING SUN

Emblazoned upon your shield is the symbol of a golden sun. When this holiest of symbols of the Steward is held aloft it serves as both a signal to those who'd dare trespass against you and a means to gird against incoming missile fire.

Effect: When you suffer Damage from a ranged weapon, roll a 1D6 Chaos Die. If it lands on face '6', you ignore the Damage as you automatically Parry the missile for 0 AP. Otherwise, you can attempt to Parry as usual. You must be armed with a shield in order to use this Trait.



SPECIAL TRAIT: PRAYERS OF THE STEWARD

Utterances to the Steward are always militaristic in nature. They are ordered, well-structured and highly ritualistic. Breaking any of the sacred rites can cause disruption from the Æthereal, potentially bringing forth chaos due to your fumbling of instruction.

Effect: You can now attempt to learn Magicks from the Prayers of the Steward, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Steward. You cannot cast Lesser Magick from the Prayers of the Steward until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Steward and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE STEWARD'S COMMANDMENTS

The Steward makes specific demands from His priesthood. They must always obey their superiors, always honor surrender, and never kill their prisoners unless in self-defense. Unfortunately, this often puts them at odds with the followers of the Winter King, who embrace warmongering as a means to an end.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Steward. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

IRON ABBOT ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Battle Magick
SKILL RANKS	Simple Melee	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Military Formation

MERCHANT LORD

You must possess at least two Skill Ranks in Bargain in order to enter this Expert Profession.

There is no one economy in a grim & perilous world, but many. Each country has its own currency, standards and mercantile classes, but only one figure has the wherewithal to not only learn the ins-and-outs of each country, but also exploit them – the Merchant Lord. The Merchant Lord balances supply and demand between nations, diverting their trade fleets and caravans to where their masters can buy low

and sell high. Merchant Lords are venture capitalists and risk-takers, with coffers deep enough to influence kingdoms and empires – and damn the consequences on those deprived of goods and staples. This influence often makes Merchant Lords haughty and egotistical, but that only drives them to make yet more money.

Merchant Lords travel widely, from city to city, country to country, making trade deals that fill their coffers with thousands of gold and locating exotic and rare goods to sell. Merchant Lords are well travelled, used to dealing with members of all social classes, and have coin enough to buy their way out of – and probably into – trouble. Their greed though, is often their undoing, as they make trades both legal and illegal, corrupted into committing human trafficking, animal poaching and outright thievery to fill their coffers to overflowing.

WHAT'S YOURS IS MINE

Merchant Lords buy what they want, running roughshod over all those who'd stand in their way. For them, there are no critical errors or failure; there is only opportunity.

Effect: When you Critically Fail any Skill Test, immediately turn it into a Critical Success. However, you suffer 3 Corruption in kind.

DRAWBACK: THE WORLD IS MINE

With an air of affluence and confidence, Merchant Lords have few perceived weaknesses, save for their indulgences in coin, food and flesh.

Effect: Immediately change your Order Alignment to Sophistication and your Chaos Alignment to Indulgence.

MERCHANT LORD ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Leadership	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Appalling Mien
SKILL RANKS	Simple Ranged	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Indifference

MILITARY OFFICER

You must possess at least one Skill Rank in both Leadership and Warfare in order to enter this Expert Profession.

Military Officers hold ranks in armies and navies, from sergeants to generals and first mates to admirals. Some have risen from the ranks, others have attended military academies, but they now command small mercenary bands, naval vessels or fleets and army regiments or whole armies. The Military Officer ensures those under their command are kept supplied and plans their maneuvers and strategies in battle, but when the war horns sound, they still don their mail and take up their swords to wade into battle alongside their men. Military Officers are brilliant tacticians, fighters and leaders, often rising to become statesmen and diplomats. Well respected, dedicated to their cause and the leading figures in any campaign, Military Officers are also valuable targets. Sadly, the successful kidnap or assassination attempt of a great captain can break the morale of an entire army.

Most Military Officers are intelligent soldiers, renowned for their skills and knowledge and their courage and skill on the battlefield. This makes them useful when temporarily assigned to small parties for specialized missions and when they leave military life. Some even sell their skills to the

highest bidder, serving one nation, then another, perhaps even fighting a nation they previously served. Others eschew a life of service, rallying their own personal armies to set out and establish their own kingdoms or take existing ones, turning them into militaristic autocracies. These dictators are often cruel, using the only thing they know as a means to rule: excessive force, violence and a cult of terror.

CALL OF DUTY

The Military Officer is the consummate soldier: they make their beds nightly, they spit-shine their boots with a mirror-like finish, they sharpen their blades razor sharp and they fletch their arrows until the shaft is true. This level of perfection is rarely ever seen among the rank and file, marking Military Officers as more than just a warrior – they are soldiers!

Effect: When you fail a Martial Melee or Martial Ranged Test, you may re-roll to generate a better result, but must accept the outcome.

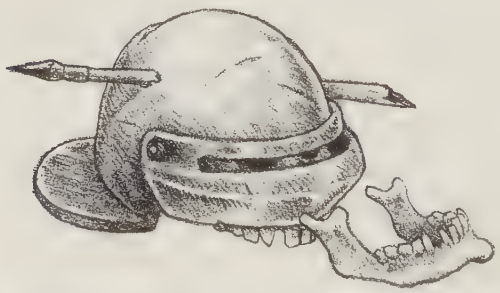
DRAWBACK: YOU CAN'T HANDLE THE TRUTH!

It takes a certain kind of personality to become a Military Officer. One must be highly disciplined, be able to take orders and carry out even the most unusual or morally questionable acts without question.

Effect: Immediately change your Order Alignment to Ferocity and your Chaos Alignment to Hatred.

MILITARY OFFICER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[FB]
SKILL RANKS	Resolve	BONUS ADVANCES	[FB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Impenetrable Wall
SKILL RANKS	Toughness	TALENTS	Instincts
SKILL RANKS	Warfare	TALENTS	Military Formation



NECROMANCER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Most arcanists draw the Ætheric Winds through the Æthereal Veil to manipulate and improve the Material World around them. The Necromancer draws the Ætheric Winds through the Æthereal Veil for one base goal – to live forever. Their life's work is to cheat death, living into eternity either in their current body or a more 'divine' form able to withstand the march of time. Rejecting the ideas of godly dominion, Abyssal service and the wheel of fate, their singular task is to bind their spirit permanently to the Material Realm. To them, there are no gods, only men and through Necromancy, they seek to ensorcel their bodies with the darkest of Magicks to live forever. Not an inherently evil aim, so much as a selfish one. Preserving themselves for all eternity to see the fruit of their labors – whether for lineage, largesse or their innovations – is the ultimate goal of every Necromancer.

A combination of inherently dangerous Magicks and the ceaseless trafficking with the dead cannot fail but corrupt the Necromancer. Controlling death is a prerequisite to understanding how to prolong life, which involves inhuman experiments upon the living, grave-robbing and desecration of the recently deceased. Eventually their experiments include

that most deplorable of necromantic practices – the creation of the undead. It takes a dark mind to set out on this path and by the time a Necromancer has created their first undead, they are utterly corrupted. To further explore the secrets to eternal life, the Necromancer must read fouler tomes and swallow their pride to seek audience with Abyssal creatures. They offer the Necromancer the blackest of Magicks and in return, the Necromancer offers their service.

RISE FROM YOUR GRAVE

Your mastery over life has given you limitless power over the dead. Calling them forth from their graves is a natural part of your research. A host of the undead awaits, ready to heed your call to rise forth, for they are legion.

Effect: Anytime you attempt to create or control creatures classified as Supernatural, you may flip the results to succeed at Incantation Tests. In addition, you automatically understand how to use the *Ritual of Awaken the Dead*. Finally, you can use any Ritual which brings Supernatural creatures under your control within one minute, instead of the normal casting time required.

SPECIAL TRAIT: ARCANA OF NECROMANCY

You wield the most unnatural of arts: command over the undead. In your 'noble' pursuit to live forever, you have learned to extend life and end it at a whim.

Effect: You can now attempt to learn Magicks from the Arcana of Necromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Necromancy. You cannot cast Lesser Magick from the Arcana of Necromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Necromancy and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BLACK TEMPERAMENT

Unfortunately, the power you wield is highly destructive – not only to others, but also upon your very soul. Bit by bit, your spirit is consumed by the dark sorcery you wield. You begin to develop odd affectations and side effects from using the destructive powers of the blackest Ætheric Winds.

Effect: When you Critically Fail an Incantation Test to cast Magick, you gain a Malignancy. Malignancies are covered in **Chapter 10: Grimoire**.

NECROMANCER ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[FB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Indifference
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Toughness	TALENTS	Left-handed Path

PISTOLIER

You must possess at least one Skill Rank in both Coordination and Martial Ranged in order to enter this Expert Profession.

As much as cannons and artillery have changed the battlefield and how war is waged, there is no single figure that has benefited from the advances in gunpowder and firearms technology more than the Pistolier. They have wholeheartedly adopted the musket and wheellock as their own, and though they can use any gunpowder weapon

with alacrity, they favor handguns above all else. Though such weapons are rare, and many regard them as brutal, Pistoliers see them as elegant and the way of the future. Many Pistoliers find service in mercenary companies, often wading into battle wielding, with intimidating ferocity, a gun in each hand and many more strapped to a bandolier draped across their chest. Others hire out their expertise as duelists or bodyguards, while simply making a spare shilling or three from public displays of their skill.

Many are naturally intimidated by Pistoliers, for certain death lies at the end of the barrel of their guns. Yet they are romantic figures too, quick-draws who take pride in their skills and cocksure in their fantastic twirls of their guns and trick shots that would leave even the greatest jesters agape. Their skills end at the end of their gun's barrels; few carry other weapons larger than a knife and regard bows as archaic. Some consider Pistoliers obsessed with their guns, in that they treat their weapons almost like children, and when Pistoliers fall into madness' grip this is often true. They collect and hoard guns, cooing at them and aching to fire them in aggressive displays of dominance. They display these weapons openly, and are quick to pull – and shoot – at a moment's notice. They are loose cannons, stuck permanently on the edge between tension and utter ruin.

GUNSLINGER

With quick hands and practice, you have learned to reload practically every gun with blinding speed. No one can match your skill with gunpowder weapons – save for other Pistoliers. And when Pistoliers test their skills against each other, it all boils down to the draw.

Effect: You can Load any weapon possessing the Gunpowder Quality as an action for 0 APs. In addition, you ignore the Volatile Quality of weapons that also possess the Gunpowder Quality.

DRAWBACK: BLACK HAT

Every protagonist of the story has a rival; an implacable villain that haunts their every turn. You are no different, and this heel will follow you to the ends of the earth to see you humiliated or killed.

Effect: You gain the Nemesis Drawback upon entering this Profession. If you already have a Nemesis, you gain another.

PISTOLIER ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Guile	BONUS ADVANCES	[CB]
SKILL RANKS	Marital Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Gangster Grip
SKILL RANKS	Simple Ranged	TALENTS	Gruesome Shot
SKILL RANKS	Warfare	TALENTS	Shoot From The Hip

PLAGUE DOKTOR

You must possess at least one Skill Rank in Heal in order to enter this Expert Profession.

As much as culture and technology have advanced in recent years, medical sciences have lagged behind and remain a relative mystery. Indeed, the discovery that sickness and

disease is natural, almost a living creature that could be spread by breathing, is only a recent one. This discovery was made by Plague Doktors, who make made it their life's calling to devote themselves to this new science and aid the science. Though many have standard training and can set bones, lance boils, and so on, Plague Doktors spend most of their time researching disease. Wearing a long, bird-like mask stuffed with herbs and spices to block out the smell of decay, Plague Doktors explore festering sores, amputate limbs, apply leech therapy and watch people die from hundreds of nasty illnesses. This includes Magickal diseases born from mutation and the stench of the Abyss that bring a host of new challenges. For patients, treatment can be as deadly as the disease – there are no antibiotics or anesthesia; the only alternatives being a prayer to the gods and a bottle of rotgut.

Some Plague Doktors rarely leave their surgical theaters, but others are natural wanderers, traveling the world looking for cures and discovering even stranger diseases. The entire countryside is sick, so they have little remorse leaving behind 'regulars' in search of new breakthroughs. Highly intelligent and inquisitive, Plague Doktors employ scientific methods in their research and while some are amazing healers, their abilities are limited by their scientific knowledge. Being a Plague Doktor is grim and gruesome work; hearing the screams of your patient as you burn the stub that was once their hand, watching children cough up blood or seeing a friend succumb to mutation places a massive strain on their mental state. This can make some Plague Doktors erratic and unstable – and worse, drive others to see that the only way to find cures is to examine their symptoms again and again, which means spreading disease after disease. Then they truly become Plague Doktors!

BLIGHT-BORN IMMUNITY

Long has the Plague Doktor wandered among the sick and infirm. Both a life-giver and death-dealer, a Plague Doktor is both an omen of death and a portent to life.

Effect: You always succeed Skill Tests to Treat Disease. In addition, any time you Critically Succeed a Skill Test to withstand Disease, you are forever immune to it in the future.

DRAWBACK: DEATH HAS COME TO TOWN

When a Plague Doktor comes calling, the people scatter. They hold an inalienable fear of their grim practice, as their beaked masks and black garb are oftentimes conflated with images of the Custodian himself. As such, you have found it difficult to keep close friends, as most perish in your company as you are undeniably a plague carrier.

Effect: When you fail Fellowship-based Skill Tests, they are treated as if they were Critical Failures instead.

PLAGUE DOKTOR ADVANCES

SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[IB]
SKILL RANKS	Interrogation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Ambidexterity
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Toughness	TALENTS	Indifference

PLEDGED GUARD

You must possess at least one Skill Rank in both Athletics and Toughness in order to enter this Expert Profession.

Where there is any person of import – or at least one who has the funds – then standing close by is a Pledged Guard.

Professional bodyguards and enforcers, Pledged Guards have trained for years to provide protection nobles, guildsmen, priests, scholars and even criminals. They do not incite violence, but move to prevent it – many find a glower and a snarl is enough to send most assaulters or annoyances packing. When their charge's life is in danger though, the Pledged Guard will lay their life on the line, perhaps holding back a mob, taking an assassin's bullet or serving as their champion in a trial by combat. Pledged Guards are invariably imposing physically and personally, and no matter who they are hired to protect, there is no one more important to them.

Pledged Guards sometimes join an adventuring group as an actual bodyguard, while others are on the road looking for some charismatic figure to serve. Pledged Guards specialize in single combat, able to combat and strike down a single opponent with aplomb and a finality that few others can manage. They are direct and menacing, never wasting an action in combat and capable of clearing a rowdy tavern with their presence. The Pledged Guard is easily swayed by coin, however, readily switching alliances for better pay, no matter how foul their ward is. Even if this means the most brutal of warlords or the vilest cultist. This ambivalence leaves them vulnerable, first to coin, then belief – and that may be belief in the darkest of powers.

THE ENFORCER

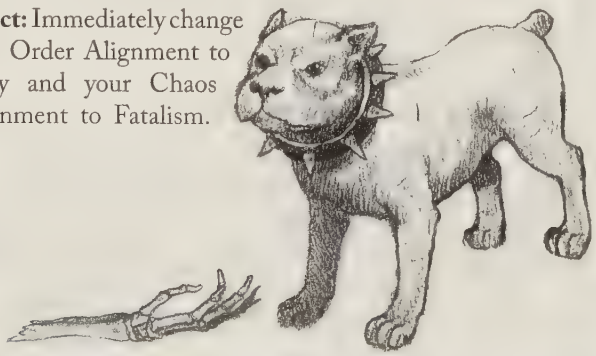
The Pledged Guard is duty-bound to protect and to serve their master. Should they be made a target of assassination, an eel pie or even bird droppings, the Pledged Guard will throw themselves into harm's way to protect their charge.

Effect: When Engaged with an ally and they fail to Counterspell, Dodge, Parry, Resist or cannot do so, you may immediately spend 0 AP and make a Coordination Test. If successful, they are pushed 1 yard away and suffer no effects. You instead suffer in their stead, but cannot Counterspell, Dodge, Parry or Resist its effects.

DRAWBACK: EVER-FAITHFUL

The Pledged Guard, no matter their master, maintains the strictest sense of loyalty. While they may serve many lords and ladies over time, a Pledged Guard has an unerring sense of duty to only one charge at a time, which sometimes leads them down the path to destruction.

Effect: Immediately change your Order Alignment to Duty and your Chaos Alignment to Fatalism.



PLEDGED GUARD ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Eavesdrop	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[PB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Appalling Mien
SKILL RANKS	Simple Melee	TALENTS	Run Amok
SKILL RANKS	Toughness	TALENTS	Second Skin

PYROMANCER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Of the arcanists, the Pyromancer is the most imposing, for they embrace and embody fire. A fire that they often bring to the battlefield, putting enemy regiments and hordes to the flame with great gouts of fire. Striding forth in their

flowing red robes, they appear much like a lick of flame, their staff and flaming sword held aloft, a burning crown of flame hovering above their skullcap as a symbol of war, a shining beacon standing against the tide of chaos. Forceful of personality, Pyromancers are renowned for their spectacular appearance and military zeal and successful ones often become Archmages later in their lives. Yet they can also be radical and explosive in personality, and it is said that those who play with fire are often the ones who get burned. The numerous ragged scars and disfigurements that wrap their way around Pyromancers' bodies is testament to that.

Few Pyromancers ever become Archmages and many rarely live long enough to uncover the greater mysteries of their studies. Consumed by their own passions, their heart turns to hatred, to zeal and to lust. Burning the proverbial candle at both ends, the Pyromancer's shelf life is limited. Chaos drives them towards exuberance and strain, burning with vehemence both fast and bright. These practitioners take upon these same elemental desires, burning not from the outside, but within. Chaos – no matter its champion – will have its due, consuming the Pyromancer as fast as a fuse.

THE FIERY HEART

The Winds of the Æthereal Veil burn bright within your heart, invigorating your passion.

Effect: You and any non-living possessions carried cannot be harmed by non-Magickal fire.

SPECIAL TRAIT: ARCANA OF PYROMANCY

From the smallest flicker to the largest of conflagrations, Magick from this particular arcana is incredibly destructive. But you are a master of the flames, commanding massive infernos to spill forth into the Material Realm with but a word.

Effect: You can now attempt to learn Magicks from the Arcana of Pyromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Pyromancy. You cannot cast Lesser Magick from the Arcana of Pyromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Pyromancy and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: RED TEMPERAMENT

Pyromancers are famously mercurial, possessing quick tempers and heated emotions. Woe be to others should they stand in your way, for they cannot assuage your anger!

Effect: Whenever you suffer Damage, you must immediately succeed at a Resolve Test or else suffer from Stress.

PYROMANCER ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Battle Magick
SKILL RANKS	Toughness	TALENTS	Indifference
SKILL RANKS	Warfare	TALENTS	Menacing Demeanor

REVERED MOTHER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

The sister of mercy and succor, the Martyr offers up Her own body and health to lead the children of the world from sickness and suffering. Just as she is well-loved and respected,

Her priesthood of the Revered Mothers are equally well-loved and respected. Garbed totally in white – though the white may be stained from spattered blood and bile – Revered Mothers are healers, menders and mid-wives, asking little more for their services than a tithe and a shared prayer. Some are highly trained physicians, others simply rely upon the Martyr's healing Magicks, but nearly all are women. Some men are sometimes accepted into their ranks – they retain the title of 'mother' as a point of pride. No matter their sex, Revered Mothers take strict oaths to never harm another soul, no matter how vile, mutated or diseased. Their matron of healing is a benevolent and loving figure who would never raise Her hand against anyone, so they do the same.

Revered Mothers are passionate and loving, giving off a maternal or paternal glow no matter their attendant. Many are also chaste, knowing pleasures of the flesh distract from their mission. The Martyr's hospices are great places of healing that give as much space to sick beds as they do their grand altar. Their worship is formalized and quite strict, including the needed 'cleansing of hands' between touching patients – a ritual believed to ward off sickness. Those Revered Mothers who see too many horrors begin to crack under pressure, often seeing quick merciful deaths to be the only solution to wounds and illness. These 'red revenants' are blood-stained representatives of the Martyr, valkyries that bring swift death to the dying by misericorde, ushering them towards the Well of Souls.

SISTERS OF MERCY

Blessed are the Revered Mothers, for they radiate an invisible aura of blue-white Æthereal light. This pallor discourages rational-minded folk, even those touched by Corruption, from harming a Revered Mother. Only when the priest makes the choice to embrace violence does this divine aura fade.

Effect: Any creature that is classified as a Humanoid (including player Ancestries) must reduce the Damage they inflict upon you by your [FB], until you initiate violence towards them or their allies.

SPECIAL TRAIT: PRAYERS OF THE MARTYR

Although the Martyr is a very popular goddess, her followers do not preach actively. They merely serve as compassionate volunteers to those truly in need. Water is sacred to every Revered Mother, and is often used to consecrate the thresholds of doors that have been transgressed against by violent people, or used to bless the wounded. Her prayers are of healing and mercy.

Effect: You can now attempt to learn Magicks from the Prayers of the Martyr, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Martyr. You cannot cast Lesser Magick from the Prayers of the Martyr until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Martyr and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE MARTYR'S COMMANDMENTS

Revered Mothers should always offer to heal the sick and give their services without promise of payment in return. Most have never even taken another life, even to defend the weak. However, they remain fervent in their crusade against chaos and are given reprieve from some strictures to defend others against those pained by Abyssal possession or those born of chaos made flesh.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Martyr. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

REVERED MOTHER ADVANCES

SKILL RANKS	Charm	BONUS ADVANCES	[FB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[IB]
SKILL RANKS	Heal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Die Hard
SKILL RANKS	Scrutinize	TALENTS	Hard To Kill
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind

RUNE THANE

You must possess at least one Skill Rank in both Resolve and Tradecraft in order to enter this Expert Profession.

Deep underground and in fallen places, carvings in odd languages and scripts have been found. Many remain a mystery, but the most common and oldest letters are the runes, both a complete alphabet for the language of a lost civilization and enchanted primal sounds that produce effects when they are inscribed. These self-described Rune Thanes are artisans of the highest caliber, focusing all their energy and attention on the weapons and runes they produce. They are not quite spell casters, nor mundane researchers, as the purpose and use of runes lies somewhere in between of a nebulous grey area. Rune Thanes make much of their living wage as blacksmiths, as runes are one of the only reliable ways to produce 'Magic Weapons' without terrible drawbacks.

Though most of the runic alphabet has been discovered, many Rune Thanes believe there are yet more eldritch runes waiting to be found. They take to the road, serving as 'enchanters' of a sort for their allies, as well as being well-travelled and conversant in several languages. Where many spell casters are untrusted, the Rune Thane is barely given a glance, their Magick being subtle and only used on objects and not people. Other wizards argue that there is something dangerous within the runes, for Magick in a grim & perilous world is never pure and contains its own destruction. So they warn that the runes are hiding their horrid potential for the right moment. Many Rune Thanes have gone insane studying and staring into the lusty glow of the runes, drawn into a world and a time that no longer exists, becoming furious and choleric when their inscriptions seemingly twist to another purpose.

ELDER FUTHARK

Rune Thanes attest that all language comes from the Elder Futhark, an ancient script found amongst the deepest ruins known. They make it their business to memorize these runes, in hopes of unlocking the secret to ultimate knowledge.

Effect: Anytime you use the *Ritual of Inscribe Magick Rune*, you may flip the results to succeed Incantation Tests during the empowerment cycle. In addition, you automatically understand how to use the *Ritual of Inscribe Magick Rune*. Finally, you may treat the Incantation Skill as a Common Skill for purposes of Rituals associated with the Skill Focus (Runesmith).

DRAWBACK: WALLOW IN MISERY

The Rune Thane devotes everything to their work; they are not just a fair-weather researcher, but a scholar and a champion for the runic arts. Thus, when they fail at their job, they become cloistered and sour for they take the failure particularly hard.

Effect: After a Rune Thane fails the empowerment cycle, they must flip the results to fail all Incantation Tests for one hour if having failed an Apprentice Rune, one day if having failed a Journeyman Rune or one week if having failed a Master Rune. In addition, they cannot attempt to inscribe new Runes during this time.

RUNE THANE ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[AB]
SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[BB]
SKILL RANKS	Education	BONUS ADVANCES	[BB]
SKILL RANKS	Folklore	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[IB]
SKILL RANKS	Ride	TALENTS	Determination
SKILL RANKS	Simple Melee	TALENTS	Impervious Mind
SKILL RANKS	Tradecraft	TALENTS	Instincts

SCHOLAR

You must possess at least one Skill Rank in both Education and Resolve in order to enter this Expert Profession.

From the natural philosopher and the tenured professor to the learned historian and the obtuse alienist, the Scholar values knowledge above all else. Professional academics, Scholars devote their lives to learning, teaching and discovery and in this grim & perilous world, times are exciting. New and interesting branches of study are constantly popping up, and new discoveries are being made from one week to the next. Scholars can be generalists or specialists, though intellectual snobbery means that the latter – especially those who study history, languages and Magick – look down on the former. Scholars are often snooty and arrogant in their knowledge towards both their peers and the ill-educated hoi polloi. Although they lead lives of relative luxury compared to other hardscrabble jobs, some even rising to become royal librarians or political advisors, it does not mean that Scholars do not struggle. Many trudge through endless academic research, scouring dusty libraries and 'trading' in information with other rival Scholars in hopes of attracting sponsorship.

Some Scholars do leave the halls of academia, traveling in the hope of making great discoveries and accruing yet more knowledge. Rarely effective combatants, their knowledge of the world, resilience and wherewithal is often enough to see them through, but their quest to know more can lead many Scholars into dark places and shadowy recesses. Perhaps through anthropological inquiry, the Scholar learns of their own damned heritage; investigation into a fringe cult ends with the Scholar lying naked upon an altar as a knife flashes down; or the answers they want come at foul price... Once acquired though, knowledge is certainly power, but whether the Scholar decides to use that power for good or ill is in the end up to them.

HISTORICAL METHOD

Scholars use primary sources and other evidence to author accounts of the past and the world around them. Their formative knowledge allows them to understand to a preternatural degree the nature of life and the world at large.

Effect: You may treat all Intelligence-based Special Skills as Common Skills instead.

DRAWBACK: INTELLECTUAL RIGOR

Scholars are slavishly devoted to the truth. To speak an untruth or stretch the truth thin is not only grossly negligent towards their studies, but is a mark upon their shield of reputation and stake in the scientific community.

Effect: Any time you tell a lie, cheat or spread a falsehood, you gain 3 Corruption.

SCHOLAR ADVANCES

SKILL RANKS	Alchemy	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[IB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Light Sleeper
SKILL RANKS	Simple Melee	TALENTS	Multilingual
SKILL RANKS	Survival	TALENTS	Worldly

SHAMAN

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Being a Shaman is more than just respecting nature; it's about becoming one with it. To a Shaman, everything in nature has a spirit and an essence, be it a bear, a babbling brook or a majestic oak. Life to them is a constant battle between these forces, where only the strongest spirits survive. This includes

the Shaman, who is also one of these spirits. They are perhaps mages of the wild, even priests in a sense, but they make no attempt to control the energies of this savage eternal war. Instead, Shaman are proxies to their power, guiding it into the Material Realm as conduits of power. The most potent spirits are animalistic spirits and when the Shaman gathers Magick, they are said to take on the very aspects of the beasts they so cherish. Shamans respect all animals, but many of them will have a 'totem', an animal that they hold in particularly high regard and feel a kinship towards.

Shamans are wild, unkempt and ripe of smell, being closer to a beast of nature than of their own race. Most of these wild arcanists shun civilized society, making homes in the rural villages that accept the Shaman's way. Some find any society too much, retreating into the wilderness and their Magick, and taking on the essence of the animals they respect. They become unhinged, violent and sometimes cannibalistic in order to protect their territory. Those who have been driven even further into madness may try to actually overthrow civilization, believing the only path to true enlightenment resides with learning to unleash the beast within.

FRIEND OF THE WILDLANDS

Predator or prey; to you it makes no difference. From the simplest of creatures to the most unfamiliar beasts of a different age, they are all a creation of nature. In that, you have learned to bring them to heel, to speak with them and live among them as their friend.

Effect: For purposes of Skills, Magick and other interactions you have, treat creatures who are classified as Beasts instead as Animals. This means you can tame them, teach them tricks and ensorcel them with Magicks and Skills. Furthermore, when you fail a Handle Animal Test, you may re-roll to generate a better result, but must accept the outcome.

SPECIAL TRAIT: ARCANA OF ANIMISM

Your arcana is of the bestial essence, untouched by the guiding hand of civilization. It flows freely like water, spilling over rock, rupturing the ground and making way where it can from its source to the sea. Untamed and unchecked, it is neither a force of order or chaos; it is a Wind left free to blow whichever way it wants.

Effect: You can now attempt to learn Magicks from the Arcana of Animism as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Animism. You cannot cast Lesser Magick from the Arcana of Animism until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Animism and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BROWN TEMPERAMENT

Shamans have little patience for social conventions and are notoriously gruff, rude and grumpy. Shamans have no taste for the trappings of civility and make no means to hide this fact. They almost take pride in aggravating others, taking a sense of accomplishment with the people they scare or frighten due to their savage appearance.

Effect: When interacting directly with those of a Social Class other than Lowborn, you cannot succeed at Fellowship-based Skill Tests. In addition, you immediately move to the Lowborn Social Class once adopting this Profession.

SHAMAN ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[FB]
SKILL RANKS	Intimidate	BONUS ADVANCES	[IB]
SKILL RANKS	Navigation	BONUS ADVANCES	[PB]
SKILL RANKS	Ride	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	TALENTS	Azimuth
SKILL RANKS	Survival	TALENTS	Instincts
SKILL RANKS	Toughness	TALENTS	Menacing Demeanor

SOOTHSAYER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Fabulously wealthy, ostentatious and perhaps supercilious of manner, Soothsayers are the most extravagant of star-gazers, turning their divination and prognostication into acts of showmanship. They document the movement of stars beyond the Material Realm, they record their dreams, they gaze into crystal balls and more to divine the future for themselves and others around them. While Soothsayers may give the impression that they know practically everything that there is to be said before it is spoken, this is not so. It takes time to interpret and assemble their divinations, though more for others than themselves. When they gather omens of the people around them – their friends, family and patrons – Soothsayers must carefully and artfully conduct themselves, or else be influenced by the future they prognosticate. Surprisingly, given the weight this knowledge yields, they are not all that grim. Soothsayers are matter-of-factly, and surprisingly pragmatic.

It is not uncommon for a mundane Astrologer to become a Soothsayer, but it takes one of great resolution and willpower to advance very far without crumbling after peering into the realm of infinite knowledge and not be crushed by the bleak outcomes that destiny has woven for mortal kind. The interpretations of Soothsayers are not well-accepted by other churches and both Soothsayers and their interpretations are often squashed by those churches' inquisitorial ranks. As a result, Soothsayers will find often themselves gainful employment with nobles to further shield themselves from the scrutinizing eyes of witch hunters.

THE FINAL PORTENT

The movement of the heavens above reveal secret truths of the world. Interpreting these omens through use of crystal balls, astrology and casting rune stones, you can detect warning signs of endeavors either ill-omened or well-favored by Fortune herself.
Effect: Select one player Character and attempt to foretell their future with an Incantation Test. If successful, when the same ally uses a Fortune Point over the next 24 hours, the Fortune Point is immediately restored to the Fortune Pool. This benefit cannot be given or gained more than once per day.

SPECIAL TRAIT: ARCANA OF ASTROMANCY

Those who have mastered the art of Astromancy can sense disturbances within the Æthereal Veil. The disruptions can be understood as omens and portents. Through Astromancy, the Soothsayer can manipulate a person's destiny, including their own.
Effect: You can now attempt to learn Magicks from the Arcana of Astromancy, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Astromancy. You cannot cast Lesser Magick from the Arcana of Astromancy until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Astromancy and cannot adopt any other Profession that gives different Arcane types.

DRAWBACK: BLUE TEMPERAMENT

It is of no great surprise that Soothsayers are well-paid for their auguries. More so than their Astrologer counterparts, they can factually draw prognostications using their Magick to produce desired, real results. Abnormally wealthy, Soothsayers are ostentatious in their affectations, mannerisms and style of dress.
Effect: You must always purchase the highest quality trappings available. This includes foodstuffs, supplies, weapons, armor and other wares.

SOOTHSAYER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Bargain	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Gamble	BONUS ADVANCES	[IB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Navigation	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Azimuth
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Ranged	TALENTS	Secret Signs

TRUTHSAYER

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Divine Magick.

Education is expensive and hard to come by in modern times, but those who become blessed with the gift of knowledge have the Learner to thank. As the god of knowledge, wisdom and truth, His church is led by the serious and immovable Truthsayers. These priests are academics first and foremost, wearing circlets engraved with eyes to show their all-knowing vision. Truthsayers work alongside Scholars of all sorts, and many are the preeminent authorities on religion and apocryphal histories. Truthsayers also serve as judges and arbitrators: townsfolk who cannot afford Barristers seek the counsel of a Truthsayer to resolve any dispute involving money, land or lineage. Many see Truthsayers as the least religious of all priesthoods, for they take an objective, theological approach towards the divine. This is simply untrue, as Truthsayers believe the purpose of divinity is to reveal all knowledge and truth, no matter how frightening it may be. The Learner's worship also extends to arcanists and craftsmen, as anything that requires knowledge falls under His purview.

Learner temples are massive libraries, chronicling the histories of both their faith and the known world. Truthsayer worship often revolves around deep meditation, communing with their god and chronicling the past and present. Truthsayers also use their prayers to dispense justice and offer rulings. Those that become too absorbed by their erudite ways use their terrible knowledge and insight to give unfair rulings, altering verdicts and condemning innocents for sheer pleasure. Others seek to upend other faiths, condemning them as they counsel inquisitors to erase these perceived 'heretical' religions from the face of the earth. Once destroyed, they'll re-appropriate those religions' Magicks for their own benefit, leading them down the path towards dark incantations of prayers unknown to other Truthsayers.

OGHAM OF TRUTH

Truthsayers are perfect vessels for order, able to control the Winds of the Æther and become perfectly aligned with divine truth. However, when possessed by the inner turmoil of chaos, Truthsayers begin to waver.

Effect: When your Order Ranks are higher than your Chaos Ranks, you never provoke Divine Punishment with Chaos Dice. However, you still gain Corruption by Channeling Power.

SPECIAL TRAIT: PRAYERS OF THE LEARNER

Veneration of the Learner takes many forms. Some author works of truth; others educate the illiterate. However, Truthsayers take this to an entirely different level – they have learned to sift between truth and lies using divine power.

Effect: You can now attempt to learn Magicks from the Prayers of the Learner, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Learner. You cannot cast Lesser Magick from the Prayers of the Learner until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Learner and cannot adopt any other Profession that gives different Prayer types.

DRAWBACK: THE LEARNER'S COMMANDMENTS

The Learner makes specific demands from His priesthood. Truthsayers should always seek to speak the truth under all circumstances and abide by the law. They must volunteer to arbitrate disputes, and must lean on reason before picking up the sword.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Learner. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

TRUTHSAYER ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[FB]
SKILL RANKS	Coordination	BONUS ADVANCES	[IB]
SKILL RANKS	Counterfeit	BONUS ADVANCES	[IB]
SKILL RANKS	Education	BONUS ADVANCES	[PB]
SKILL RANKS	Folklore	BONUS ADVANCES	[PB]
SKILL RANKS	Incantation	BONUS ADVANCES	[WB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	TALENTS	Æthereal Alignment
SKILL RANKS	Scrutinize	TALENTS	Incredible Numeration
SKILL RANKS	Simple Melee	TALENTS	Meeting of the Minds

VETERAN

You must possess at least two Skill Ranks in Warfare in order to enter this Expert Profession.

The Veteran's place in society is one of grudging respect, a passing acknowledgement of the horrors they have endured and what few freedoms and luxuries those sacrifices have purchased. Not uncommon among Veterans are false legs, amputated hands and metal noses; a grim reminder of the physical sacrifices they've made. But the spiritual toll is not as outwardly apparent. A haunted look, a thousand-mile stare or even moments of intense psychological disturbance mark the Veteran as more the victim of war. For their sacrifices, they are honored on commemoration days, given at least meager amounts of food when they are hungry and drink when they are thirsty. Their advice in battle is keenly regarded and their ethics in trade are overlooked in lieu of this. They hold a minor place of honor, and while unglamorous, no one can say that it is unearned.

However, in war, there are no survivors – only living victims. The Veteran is one who has lived through this savage brutality. They have seen dead children suckling dying

mothers and know the color of flesh charred from the bone. They have smelled the leavings of their captured enemies, wasting away in cages. Their bodies are hardened and their minds more so, but the damage has been done and cannot be mended. They are sour, lost and cruelly indifferent, unable to acknowledge even the least further suffering in their world. While they may be slightly revered, no one cares to hear the Veteran's stories … and the Veteran cares less to tell them.

I'VE SEEN WORSE

In tense situations, Veterans are well-equipped to get the job done. When facing all but the direst of straights, a Veteran is stoic and unflappable in the face of danger.

Effect: You always succeed at Skill Tests to Resist the effects of Stress and Fear. In addition, you can never be made subject to the effects of the Intimidate Skill.

DRAWBACK: SCARRED PSYCHE

Unfortunately, your cynicism is difficult to hide, the scars upon your psyche visible to all. This carries through both in your personal and professional life, triggering during instances of intense stress or pain. This sickness may send you into a blinding rage or cause you to cower in the corner like a squalling babe.

Effect: When you fail Willpower-based Skill Tests, they are treated as if they were Critical Failures instead.

VETERAN ADVANCES

SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Gamble	BONUS ADVANCES	[CB]
SKILL RANKS	Leadership	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[FB]
SKILL RANKS	Martial Ranged	BONUS ADVANCES	[IB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Die Hard
SKILL RANKS	Toughness	TALENTS	Impervious Mind
SKILL RANKS	Warfare	TALENTS	Military Formation

WAR DERVISH

You must possess at least one Skill Rank in both Martial Melee and Resolve in order to enter this Expert Profession.

Many faiths have splinter religions. Some are dedicated to particular aspects of their gods, others to saints and similar holy figures, some even to heresies. Mysticism sects are devoted to the study of the ways of gods and of mysteries untapped – the nature of reality, the idea of existence, and the idea of the self-related to the godhead. War Dervishes are wandering mystics who travel to learn both about themselves and the world around them. As they pass through village after village, they make no attempt to convert anyone to their faith, but simply share stories, visit the local scholars and trade a little. They are best known for the beribboned swords and spears they carry and the mesmerizing worship rituals they perform with them involving intricate and graceful dances.

Neither priest nor warrior, War Dervish is also a quite imposing combatant – they believe that in order to truly know themselves, they must master their bodies just as they master their minds. They perform their rituals on the battlefield, using graceful weapons and sweeping dances to pirouette from one foe to the next, striking at them with their hardly

noticing. The path of a War Dervish is wrought with peril, however. The quest for the truth of the world has led many to the Abyss and stare too deep into the Abyss, and the Abyss stares back. These 'dark' War Dervishes resort to ever blacker means to see 'the hidden truth' of the world, devolving into drug addled maniacs who swirl and slash at demons they only see in their mind's eye. More often than not, these demons turn out to be the allies they journey with.

THE DANCE OF WAR

Whether they use ribbon-trailed spears, graceful long swords or dual scimitars, the War Dervish confounds their enemies with their fast movement and acrobatic pirouettes.

Effect: For every successful strike, Parry or Dodge you make during combat, increase your place on the Initiative Ladder by +1.

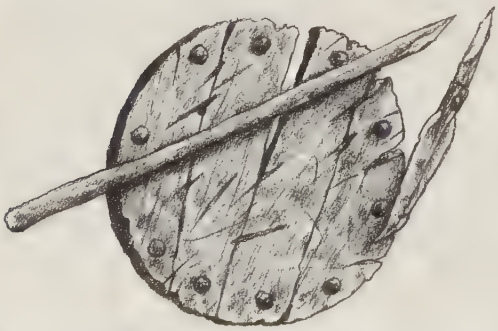
DRAWBACK: QUALITY OF MERCY

War Dervishes are not intrinsically violent, but their training leads to the alignment of both body and weapon. Some use this for the sake of order, whereas some fight against the allure of chaos. Despite whether a justified killing or not, it leaves a stain upon the War Dervish's soul.

Effect: When you slay a creature that is of your own Ancestry, you suffer 3 Corruption.

WAR DERVISH ADVANCES

SKILL RANKS	Athletics	BONUS ADVANCES	[AB]
SKILL RANKS	Coordination	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[BB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[CB]
SKILL RANKS	Resolve	BONUS ADVANCES	[CB]
SKILL RANKS	Scrutinize	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Ranged	TALENTS	Handspring
SKILL RANKS	Toughness	TALENTS	Impenetrable Wall
SKILL RANKS	Warfare	TALENTS	Lightning Reaction



WARLOCK

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the Special Trait of Arcane Magick.

Warlocks are an unpleasant breed of arcanists who have paid a terrible price in exchange for raw, unbridled power. While many may have started out as reluctant Diabolists or Hedgewise, their impatience to grow into their own has lead them down a very dark path. Deluding themselves into thinking that they can negotiate with other-worldly creatures, they foolishly believe that they have the will to control that which they bring into the material world. Unfortunately, they all too quickly learn the error of their ways. Though they are eventually consumed by their own lust for power, striking such Faustian bargains does indeed grant them great power – if only in the short term.

Every practitioner of the dark arts who sets out on this path must strike a deal with an Abyssal master. The powers a Warlock gains is explicitly set down in blood under the terms of an infernal contract. Such a contract is always entangled in doublespeak, esoteric terms and chthonic provisions which must be kept. Striking a deal with an Abyssal master is excessively complex, and rightfully so; the

Warlock's very soul is at stake. The contract also requires upkeep, maintenance and further addendum, which involves a witness, usually an imp sent to observe the Warlock and independently verify that the Warlock is keeping to the agreement. If one or more terms of the contract is broken, the Warlock isn't dragged before an Abyssal court. No, instead the contract receives new infernal addendum, further drawing out the stipulations and requirements that the Warlock must now make in order to stay out of the fiery embrace of their Abyssal master.

INFERNAL CONTRACT

While some arcanists may have difficulties beseeching the powers of the Abyss, the Warlock has long-signed away their soul to those creatures. Their master will lend them aid in times of need by sending a servitor demon as an ally.

Effect: Anytime you summon Abyssal creatures using a Ritual, you may flip the results to succeed Bargain Test to negotiate for the desired service. In addition, you immediately learn the True Name of one Lesser Demon for purposes of summoning. You also understand how to use the *Ritual of Call Demonic Servant*.

SPECIAL TRAIT: ARCANA OF SORCERY

Anointed by the forces of disorder and corruption, Warlocks have the power to inflict suffering upon another with but a word.

Effect: You can now attempt to learn Magicks from the Arcana of Sorcery, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Arcana of Sorcery. You cannot cast Lesser Magick from the Arcana of Sorcery until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Arcana of Sorcery and cannot adopt any other Profession that gives different Arcana types.

DRAWBACK: BLACK TEMPERAMENT

Unfortunately, the power you wield is highly destructive – not only to others, but to your very soul. Bit by bit, your spirit is consumed by the dark sorcery you wield. You begin to develop odd affectations and side effects from using the destructive powers of the blackest Ætheric Winds.

Effect: When you Critically Fail an Incantation Test to cast Magick, you gain a Malignancy. Malignancies are covered in **Chapter 10: Grimoire**.

WARLOCK ADVANCES

SKILL RANKS	Bargain	BONUS ADVANCES	[AB]
SKILL RANKS	Education	BONUS ADVANCES	[FB]
SKILL RANKS	Folklore	BONUS ADVANCES	[IB]
SKILL RANKS	Guile	BONUS ADVANCES	[IB]
SKILL RANKS	Incantation	BONUS ADVANCES	[PB]
SKILL RANKS	Resolve	BONUS ADVANCES	[WB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Scrutinize	TALENTS	Blood Magick
SKILL RANKS	Simple Melee	TALENTS	Larceny
SKILL RANKS	Skulduggery	TALENTS	Strangler's Union

WHITE WOLF

You must possess at least one Skill Rank in Incantation in order to enter this Expert Profession. In addition, you must have the special Trait of Divine Magick.

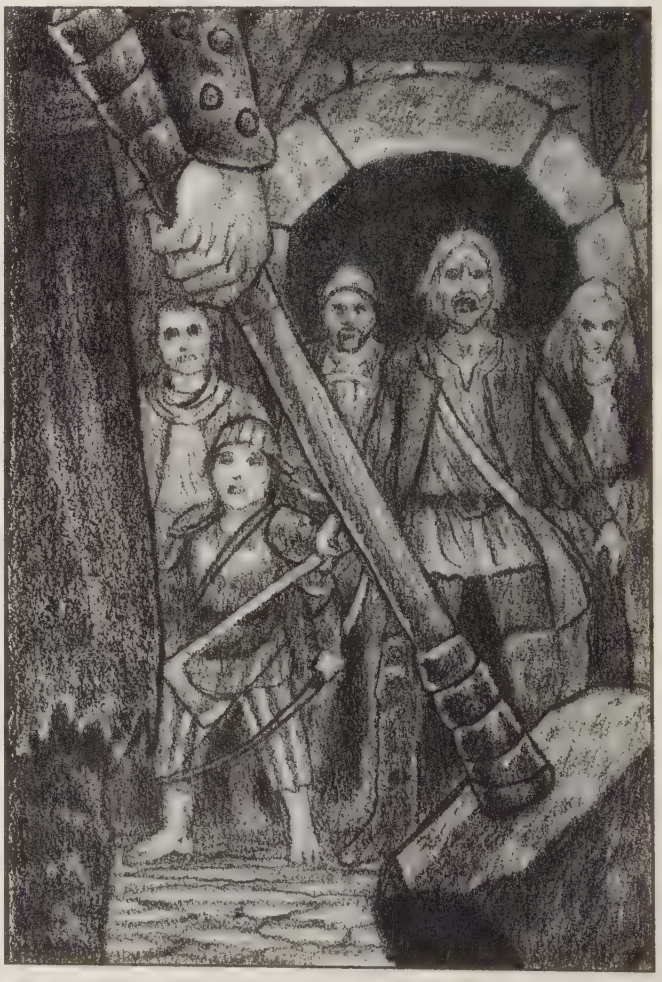
Before the God-Emperor ascended His lordly throne, many paid tribute to the might of the Winter King. Legends state that the God-Emperor himself was a disciple of this frigid god of the north, something many White Wolf priests love to point out to the Godsworn. The White Wolves are berserker priests of the ever-cold and calculating Winter King. They are brutal fighters, decked in the pelt of a white wolf they had to kill as a part of their initiation into the priesthood. Their religion is an ancient one, as the Winter King is brother to the Demiurge – the first god. White Wolves are as cold and steely as the climes they make their homes in, raised by the bite of frost and the ripping of claws.

White Wolves are fiery in their worship, cold in their mentality and hold little mercy for their enemies. They hold worship among ancient stone circles marked with runes of the Winter Kings; circles that many tundra-locked cities were built around. White Wolf prayers are destructive and cold, a boon in any battle their priests fight. Fanaticism is easy to come by in White Wolves, most likely due to their proximity to Corruptive influences; those that succumb turn from battle-hardened soldiers to blood-thirsty berserkers.

ULV-SKINN

To priests of this cult, no other animal is more sacred than the wolf. They represent the primal beginnings of all mankind; intelligent, pack-like huntsmen. By skinning these lupine predators, they can literally 'wear' the powers of the wolf, able to speak the tongue of canines and resist the bitter cold.

Effect: While wearing the skin of a wolf, you may use any Fellowship-based Skill to directly communicate with creatures that are wolves, dogs or other beasts of similar nature. This interaction is not always beneficial: many such creatures are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as a supernatural type of communication; the exact nature and complexity of which is determined by the GM. In addition, while wearing the wolf skin, you never suffer the ill-effects of cold weather or Frostbite.



SPECIAL TRAIT: PRAYERS OF THE WINTER KING

The Magicks of the Winter King require the loudest of exaltations; a combination of howling, stomping of boots and battle cries. There is nothing subtle about the prayers of the White Wolves. Many say that the terrifying priests of the Winter King could call beasts of all sorts forth from the wilds. They may be right.

Effect: You can now attempt to learn Magicks from the Prayers of the Winter King, as listed under **Chapter 10: Grimoire**. In addition, you automatically learn one Petty and one Lesser Magick spell from the Prayers of the Winter King. You cannot cast Lesser Magick from the Prayers of the Winter King until you have two Skill Ranks in Incantation. You can continue to learn Generalist Magick. Finally, you may only ever use Prayers of the Winter King and cannot adopt any other Profession that gives different Prayer types.

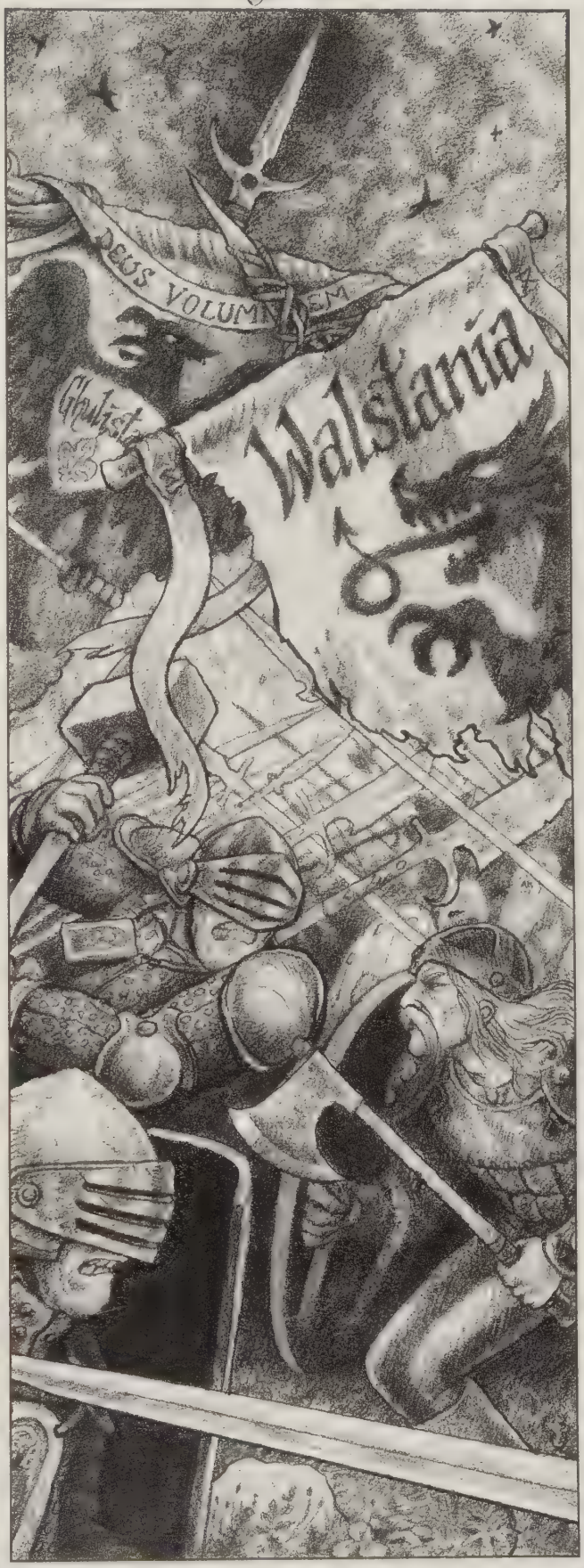
DRAWBACK: THE WINTER KING'S COMMANDMENTS

The Winter King makes specific demands from His priesthood. They will not lie, cheat or lay in wait to ambush their enemies. Wolf-skins are sacred and must be worn at all times – even when in bed. Fires must be kept alight while resting, lest Abyssal spirits invade their dreams. Males will not shave their beards until defeated in combat, whereas women will wear their hair braided until they suffer the same fate. Bravery and self-reliance are the watchwords of the White Wolves.

Effect: When you would normally invoke a Chaos Manifestation, you instead provoke Punishments of the Winter King. In addition, you are bound by the commandments of your god, as outlined in **Chapter 10: Grimoire**. You must seek atonement if you violate these commandments.

WHITE WOLF ADVANCES

SKILL RANKS	Awareness	BONUS ADVANCES	[AB]
SKILL RANKS	Folklore	BONUS ADVANCES	[AB]
SKILL RANKS	Handle Animal	BONUS ADVANCES	[BB]
SKILL RANKS	Incantation	BONUS ADVANCES	[CB]
SKILL RANKS	Martial Melee	BONUS ADVANCES	[PB]
SKILL RANKS	Rumor	BONUS ADVANCES	[WB]
SKILL RANKS	Simple Melee	BONUS ADVANCES	[WB]
SKILL RANKS	Stealth	TALENTS	Bad Axx!
SKILL RANKS	Survival	TALENTS	Hard To Kill
SKILL RANKS	Toughness	TALENTS	Overwhelming Force



Slaves

SKILLS

Whether commandeering a runaway carriage, pilfering a ledger unnoticed from a workshop, menacing others to persuade them to leave, haggling over the price of a sausage pie, firing a gunpowder weapon properly or honing your mind to withstand the corruption-blasting effects of terrors from beyond the stars, Characters are armed with the ability to overcome such challenges. Skills encapsulate particular kinds of knowledge and training, distinct from one another but all equally important.

Skill Tests represent the core mechanic of the **ZWEIHÄNDER** system in action. The GM will call upon you to make Skill Tests as a reaction to a decision you made for your Character. They are a response to challenges and events that transpire during the Game Session. Their use and outcome can vary wildly, far above and beyond simple success or failure. The Skill descriptions describe in general terms how they can be used. Each Skill is directly associated with a Primary Attribute. For instance, the Interrogate Skill is based on the Willpower Primary Attribute, as it relies on a force of personality to coerce others to tell the truth. Likewise, each Primary Attribute is associated with a particular type of skill and indicates a Character's natural ability to use that skill type. So Characters who possess high Brawn will naturally be better with physical-based Skills, whereas those with a high Perception will be better with observational-based Skills.

SKILL RANKS

Skill Ranks represent an intense dedication to a Skill, providing mechanical bonuses beyond the fold of raw ability. These are clarified as Apprentice, Journeyman and Master. Each of these Skill Ranks provides a cumulative bonus, added together whenever a Skill Test is made. Beyond their mechanical modifiers, they also inform the level of mastery a Character may possess. For instance, it is helpful to distinguish between a Character who's merely an Apprentice of Tradecraft versus one who is a Master. When considering your Character's capabilities and how to refer to them in-Character, they provide a keyword to frame your Character's level of experience.

You should immediately be able to identify these distinctions if you're using the official Character sheet. The Apprentice Skill Rank confers a +10 Base Chance. Journeyman Skill grant an additional +10 Base Chance. Finally, the Master Skill Rank grants a final +10 Base Chance. All Skill Ranks are cumulative, so the most prodigious of Characters will gain a potential +30 Base Chance from their Skill Ranks by Advanced Tier.

SKILL DESCRIPTIONS

This section details all of the Skills your Character may use, listed in alphabetical order. We've included a few common examples of how they can be put to use. However, you may utilize them in unique or different ways other than illustrated here. While the descriptions provide a good guideline, we encourage you to be creative when explaining how you wish to use them or work with your GM to better understand how they can be employed.

COMMON & SPECIAL SKILLS: Skills come in two types, Common or Special. This is indicated in parenthesis following each Skill Name. Common Skills can be used by anyone. They represent a broad base of knowledge every Character may attempt to use without having practiced it. Special Skills are a cut above a Common Skill, as they require a greater level of study and proficiency to use. If your Character has a Skill Rank in a Special Skill, they possess something remarkably different than others. While Special Skills can be used by those without Skill Ranks in them, you must flip the results to fail when Testing them (as indicated in **Chapter 2: How To Play**).

PRIMARY ATTRIBUTE: Each Skill is governed by a Primary Attribute. It provides the first raw value that you add to determine your Base Chance.

FOCUSES: All Skills possess several Focuses, reflecting a particular knack in its use. While it doesn't necessarily encapsulate every way you can use a Skill, they highlight its most common aspects. Whenever you use a Skill with its Focus in synergy, you may ignore any penalties your Character is currently suffering from due to your Peril Condition Track.

You may possess more than one Focus in a Skill. However, you can never have more Focuses than your current Intelligence Bonus [IB]. This means that if your [IB] was 7, you may only ever possess seven Focuses. As your Character grows over the Basic, Intermediate and Advanced Tiers, your [IB] will increase, so that you can purchase additional Focuses. How these are purchased is covered in **Chapter 4: Professions** under Unique Advances.

> Credence Redding has been following his mark for days. As he arrives in Swanzi, he loses track of his prey in a crowd. His player asks the GM if he can continue following him, requiring a Stealth Test to continue. He is currently ignoring 3 Skill Ranks due to his Peril Condition Track. Fortunately, he has a Focus in Shadowing, which allows him to follow his mark into the crowd without penalizing his Skill Test.

SKILL	PRIMARY ATTRIBUTE	TYPE	FOCUSES
Alchemy	Intelligence	Special	Gunpowder, Medicine, Poison, Wytchstone
Athletics	Brawn	Common	Climb, Lift, Row, Swim, Wrestle
Awareness	Perception	Common	Count, Discern Details
Bargain	Fellowship	Common	Bribery, Courtly Intrigue, Diplomacy, Evaluate, Haggle
Charm	Fellowship	Common	Acting, Begging, Comedy, Mime, Mimic, Play Music, Seduce, Sing, Storytelling, Write Poetry
Coordination	Agility	Common	Acrobatics, Balance, Contortion, Dance, Dodge Attack, Juggle
Counterfeit	Intelligence	Special	Clip Coins, Embezzle, Forgery
Disguise	Fellowship	Special	Act, Assume Identity, Hide Social Class
Drive	Brawn	Common	Carting, Coaching, Wagoner
Eavesdrop	Perception	Common	Lip Reading, Listen In, Sign Language, Ventriloquism
Education	Intelligence	Special	Astronomy, Cartography, Geography, Heraldry, History, Law, Politics, Science, Theology
Folklore	Intelligence	Common	Creature Lore, Foreign Lore, Local Lore
Gamble	Intelligence	Common	Ball Games, Cards, Chess, Cockfighting, Dice
Guile	Fellowship	Common	Appear Innocent, Blather, Con Games, Deception, Innuendo, Thieves' Cant
Handle Animal	Fellowship	Special	Animal Care, Calm Animal, Rustling, Teach Trick
Heal	Intelligence	Special	Bind Wounds, Bloodletting, Kiss of Life, Perform Psychosurgery, Perform Surgery, Prepare Bandages, Treat Disease, Treat Injury
Incantation	Willpower	Special	Astrology, Card Reading, Cast Runes, Concentration, Conduct Ritual, Counterspell, Dream Interpretation, Hypnotize, Learn Magick, Palmistry, Scapulimancy, Scrying
Interrogation	Willpower	Special	Mental Torture, Physical Torture
Intimidate	Brawn	Common	Physical Presence, Threaten
Leadership	Fellowship	Special	Incite Rebellion, Military Command, Spiritual Leadership, Stewardship
Martial Melee	Combat	Special	Bladed, Crushing, Parry Attack
Martial Ranged	Combat	Special	Gunpowder, Missile
Navigation	Intelligence	Special	Guide, Orientation, Overland Travel
Pilot	Agility	Special	Boating, Ocean Lore, River Lore, Sailing
Resolve	Willpower	Common	Resist Fear, Resist Magick, Resist Stress, Resist Terror
Ride	Agility	Special	Ride Animal, Ride Beast, Trick Riding
Rumor	Fellowship	Common	Etiquette, Gossip, Linguistics, Public Speaking, Secret Language
Scrutinize	Perception	Common	Cryptography, Detect Lies, Memory, Sense Social Class
Simple Melee	Combat	Common	Bladed, Brawling, Crushing, Parry Attack
Simple Ranged	Combat	Common	Gunpowder, Missile
Skulduggery	Agility	Special	Disable Trap, Lock Picking, Palm Object, Pick Pocket, Set Trap, Window Fishing
Stealth	Agility	Common	Ambush, Hide, Scout, Shadowing, Silent Movement
Survival	Perception	Common	Build Shelter, Find Water, Forage, Game Hunting, Plant Lore, Survivalist, Tracking
Toughness	Brawn	Common	Consume Alcohol, Resist Disease, Resist Flames, Resist Magick, Resist Peril, Resist Poison, Resist Weather
Tradecraft	Willpower	Special	Artistry, Brewing, Carpentry, Engineering, Fine Smithery, Gastronomy, Gunsmithing, Metallurgy, Runesmith, Shipwright, Smithing, Stoneworking, Tailoring, Tanning, Weaponsmithing
Warfare	Intelligence	Special	Fortifications, Military Tactics, War Machines

SPECIFIC FOCUSES: For the Alchemy, Education and Tradecraft Skills, a Focus gives a more direct advantage, and are a prerequisite to use the Skills in a specific way. They lend you insight others may not have – even if they already possess a Skill Rank. For instance, if you intended to create Medicine using Alchemy, practice Law using Education or Brew alcohol using Tradecraft, your Character must first have the Focus in order to do it.

NEW FOCUSES: While we have listed many Focuses, they are by no means an exhaustive list. Feel free to work with your GM to develop new ones for your Character.

SAMPLE DIFFICULTY RATINGS: Each Skill has examples of how a Skill can be used, along with the suggested Difficulty Rating for various circumstances. As always, these Difficulty Ratings may be changed by the GM, but should provide you a good guideline on how hardships and beneficial situations affect your efficacy with Skills.

ALCHEMY (INTELLIGENCE)

Alchemy's practitioners spend years divining the hidden secrets of true transmutation, although its everyday use tends to consist of concocting serums, pain relievers, abortifacients and other medicines. Although Alchemy is essentially a form of science, it borders on being a more mundane form of Magick, practiced by both the wise and the insane. Alchemical compounds are created through various processes of heating and cooling substances. Drugs, poisons and other substances useful to adventurers can be crafted using this Skill. An alchemist's laboratory tends to be a strange amalgam of scientific notes, erudite symbols of Magick, smells and boiling baubles. Rules for using alchemy are covered in **Chapter 9: Hazards & Healing**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Identify an unknown alchemical substance
- (Easy +20%): Assemble an alchemical laboratory
- (Routine +10%): Create one dose of Deliriant, draught of Laudanum or shot of Gunpowder
- (Standard +/-0%): Create two doses of Deliriants, draughts of Laudanum or shots of Gunpowder
- (Challenging -10%): Create three doses of Deliriants, draughts of Laudanum or shots of Gunpowder
- (Hard -20%): Brew a quintessence of Royal Water
- (Arduous -30%): Brew a quintessence of Panacea

ATHLETICS (BRAWN)

Athletics measures physical prowess. It reflects your ability to scale up surfaces and ropes, tread and swim water without tiring, propel vessels while rowing, overpower others in contests of strength and push heavy objects. It also aids you when lifting heavy objects or great feats of stamina, such as sprinting and vaulting.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Climb up a tree with many limbs
- (Easy +20%): Swim while wearing quilted armor
- (Routine +10%): Jump over a pit while wearing leather armor
- (Standard +/-0%): Row a boat through rapid water
- (Challenging -10%): Push an object three times your weight
- (Hard -20%): Pull a coach stuck in the mud out with the aid of draft animals
- (Arduous -30%): Climb the sheer face of a tower

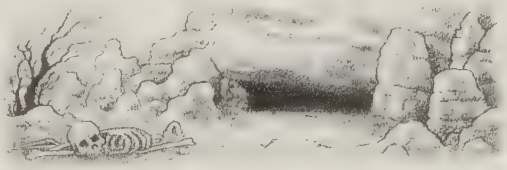
AWARENESS (PERCEPTION)

Awareness represents the ability to visually notice minute details and sounds, scents within the air, watch for ambushes, find hidden objects and spot contrivances designed to trap or kill. You'll use Awareness not only to visually see, also to sense using smell, taste and touch. You may also use Awareness to estimate numbers and distances.

This Skill doesn't allow you to see through lies, sense motives or innuendo – refer to the Scrutinize Skill in those cases. If you wish to listen in on a conversation or distinctly make something out you heard, refer to the Eavesdrop Skill instead.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Listen for sounds through a thin door
- (Easy +20%): Smell a distinct spice in a dish
- (Routine +10%): Spot an obvious snare
- (Standard +/-0%): Standing watch at a campfire on a clear night
- (Challenging -10%): Find someone obscured by mist or darkness
- (Hard -20%): Count a mound of treasure in under a minute
- (Arduous -30%): Spot a trap melded almost perfectly into the flagstones



BARGAIN (FELLOWSHIP)

Bargain allows you to interpret the underlying factors of a commercial transaction, barter with trade goods, haggle over prices, find a common ground with another party, grease the wheels of commerce through use of bribery, appraise the worth of *objects d'art* and even procure illegal contraband.

You can use this Skill in many different ways, but its most common use is to haggle over the price of goods. You may also use the Bargain Skill to appraise the worth of jewels, trade goods and even priceless relics of an age long past. Your Difficulty Rating may be improved if you have Skill Ranks in other Skills that may be related to the object you're attempting to evaluate (such as having the Tradecraft Skill with a Focus in Tailoring to determine the value of a bolt of silk). Your GM will always let you know when there may be an existing synergy between two such Skills.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Evaluate the worth of a gem or finery you procured

(Easy +20%): Broker a trade deal between two merchants

(Routine +10%): Interpret the profit and loss of a major financial deal

(Standard +/-0%): Procure black-market goods from a fence

(Challenging -10%): Find common ground between two people of different Social Classes

(Hard -20%): Convince an innkeep to not report criminal mischief on your part

(Arduous -30%): Bribe a guard to walk away from the scene of a crime

CHARM (FELLOWSHIP)

Charm is used to please others with flattery and pleasing words. A kind word, a soft smile, a pleasant handshake or hug may be used to illustrate your personal charms and enchant others. This Skill can modify the mood of others, persuading them towards your favor or causing them to change their opinions about things they may not necessarily support. It can be used to impress others with your affable nature or seduce those who may find you attractive.

This Skill doesn't allow you to produce lies, false accounts or con games – refer to the Guile Skill in those cases.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Whistle or sing a popular song in-tune

(Easy +20%): Remember and retell a funny joke

(Routine +10%): Recant a famous story before an audience

(Standard +/-0%): Read poetry with a straight face in front of a lover

(Challenging -10%): Seduce someone outside of your Social Class

(Hard -20%): Pick up an instrument you've never played and learn a song

(Arduous -30%): Seduce someone who does not share your sexual values

COORDINATION (AGILITY)

Coordination represents dexterity, flexibility, balance and grace in movement. You can use this Skill to perform acrobatic feats, slip out of bonds, avoid falling debris, manipulate objects with delicacy and avoid oncoming attacks by leaping out of the way. You generally use Coordination as a reaction to something else. Its most common application is to evade traps, avoid being pushed off your feet and weaseling out of bonds and shackles.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Catch a small object in-hand as it falls

(Easy +20%): Walk across a wet tree log over a river

(Routine +10%): Juggle otherwise innocuous objects

(Standard +/-0%): Avoid Moderately Dangerous flames

(Challenging -10%): Perform an intricate dance among higher social circles

(Hard -20%): Twist your body to fit into a very small space

(Arduous -30%): Contort your wrists to escape bonds or manacles

COUNTERFEIT (INTELLIGENCE)

Counterfeit represents a pool of abilities utilized to falsify documents, making them appear official. This Skill is oftentimes used to duplicate signatures, handwriting styles and author other records. It's also related to your ability to reproduce near-replicas of *objets d'art*, cobbling together a facsimile of a painting, statue, item of jewelry and a host of other items. In addition, Counterfeit can be used to forge currency and shave coins to dupe merchants and other pedlars from their wares and to embezzle money from others, providing you have made and established a bond of trust with your mark.

In the case of most forged documents, you should already know how to read and write (as per the Education Skill). To reproduce other works, you must be able to craft the objects in question (as per the Tradecraft Skill). If you cannot read and write or craft, having the document or object you intend to reproduce will suffice (although your chances to succeed will likely suffer). Most importantly, you will never outright know whether the reproduction was successfully created or not. The only time you'd know whether the copy was successful or not is during the transaction with a Secret Test. Whenever you attempt to resell forged objects or pass them off as official or original, you may be required to employ use of Guile to spin a tale or give credence to the legitimacy of the Counterfeit.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Create a simple reproduction of a ring or other item of finery
- (Easy +20%): Craft a false estimate of work to collect pay
- (Routine +10%): Clipping and shaving coins, producing 1 new one out of 9 others
- (Standard +/-0%): Pass off a painted wooden token as a gold piece
- (Challenging -10%): Forge a signature
- (Hard -20%): Reproduce an intricate artwork without the skills necessary
- (Arduous -30%): Perfectly reproduce the writing style of another

DISGUISE (FELLOWSHIP)

The Disguise Skill represents the ability to masquerade as someone else, hide your own identity in public or conceal your true feelings from others. Theatrics and imitation are the foundation of any good disguise. The more you know about the people (or person) you're trying to hide or mimic, the more effective your disguise.

You can use this Skill in its most traditional way by employing tools of the trade to change your appearance – heavy cosmetics, appropriate clothing, different posture, regional accent and different behavioral traits or personality tics. Changing your appearance to look like that of another group of people or race will be easier if you have the appropriate clothes or know enough about their culture. Dressing as the opposite sex can be tough. However, disguises to imitate specific people can be much more difficult, particularly if you intend to traffic among people they know.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Convincingly act as another in a cheap play
- (Easy +20%): Pretend to be someone of a higher or lower Social Class
- (Routine +10%): Create a false identity and live behind it
- (Standard +/-0%): Impersonate someone from a foreign land
- (Challenging -10%): Convincingly act as another in a well-known playhouse
- (Hard -20%): Impersonate another's personal appearance
- (Arduous -30%): Perfectly impersonate another person in looks and voice

DRIVE (BRAWN)

Drive represents the ability to control common vehicles, such as simple carts, overland carriages, dog-drawn sleds, four-wheeled wagons and even war chariots. The Skill is also used to maneuver vehicles round tight corners, race across the countryside, plow through a hedge and even roll over others should they stand in your way.

Unless you're doing something out of the ordinary, a Test is not required to Drive a vehicle. However, Drive Tests are required if you want to attempt a difficult maneuver or race against others. Depending on the severity and inherent challenge of the maneuver, you may be required to roll multiple Drive Tests to successfully evade debris or navigate tight corners.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Travel overland by any vehicle during fair weather
- (Easy +20%): Break through a low barrier or over a hedge in a vehicle
- (Routine +10%): Trek overland by vehicle during inclement weather
- (Standard +/-0%): Race by cart and horse
- (Challenging -10%): Take a vehicle off-road and across country
- (Hard -20%): Jump a vehicle from one road to another
- (Arduous -30%): Ford a deep river with a vehicle

EAVESDROP (PERCEPTION)

Eavesdrop allows you to listen to and perceive low sounds, usually conversations between two or more people. By listening to them or watching the movement of their lips, you can make out distinct sounds and determine the differences between mumbling and actual words. With a clear view of the people speaking, you can even pick up slight intonations and body language, giving further indication as to what is being said. You can also use it to hide the movement of your own lips to prevent Eavesdrop attempts on your conversations.

Succeeding at an Eavesdrop Test doesn't give you all of the details of the conversation. Instead, you gain a general impression of what was said. For example, you see two courtiers in conversation, but do not hear exactly what they are saying, though certain words suggest that they are plotting an assassination attempt against a rival aristocrat.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Reproduce animal sounds with your mouth

(Easy +20%): Hide your lips from being read by others

(Routine +10%): Use hand signals to indicate simple thoughts to another

(Standard +/-0%): Read a person's lips from across a well-lit room

(Challenging -10%): Listen to a conversation through a wooden door

(Hard -20%): Read a person's lips in dim light

(Arduous -30%): Listen in to a conversation through a metal door

EDUCATION (INTELLIGENCE)

Education represents both literacy and schooling, but it extends far beyond merely being able to read and write. This Skill lends significant insight into the histories and practices of the world you live within. Education covers many different fields of study, each representing the study of a body of lore, possible academic research or 'rogue scholar' pursuits. Although anyone with a Skill Rank in Education will have a basic understanding of various scholastic subjects, Focuses give them a specific specialization in an area of knowledge. While the Focuses above are the most commonly studied by the educated in a grim & perilous world, you can work with your GM to develop new ones.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Understand local laws and how they may impede your own criminal wrongdoing

(Easy +20%): Identify specific constellations in the night sky

(Routine +10%): Know a specific prince, count, earl or duke and the name of their province

(Standard +/-0%): Understand the relationships between the gods from holy canon

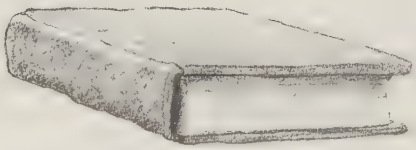
(Challenging -10%): Identify the standard or banner of a house, region or faction

(Hard -20%): Translate ancient writings into the common tongue

(Arduous -30%): Understand the difference between a Demon and a Daemon

FOLKLORE (INTELLIGENCE)

Folklore represents a general, broad knowledge of the world around you. Unlike academic learning (such as per the Education Skill), it represents both second-hand and first person knowledge of the histories, traditions, faith and notable figures of a particular region. Drawn from the stories



and oral traditions you've heard from merchants, troubadours and family, it indicates an understanding of cultures other than your own. Its knowledge can also include the socially-accepted norms of both behavior and belief amongst the different social classes, including the courtesies to adopt and the proper forms of address to use.

Besides being used to gain knowledge about the law, local history and institutions of your own culture, it can also be used to represent knowledge about geography, taboos, famous personalities, faith and even customs of people other than your own. You may be able to identify landmarks, secret signs left behind by other travelers, work out the movements and migrations of people and seek to understand the basic religious practices of your own region and others outside of it. You may also know what grows in the area, which parts are possibly dangerous and what the expected weather conditions will be.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Interpret the funerary practices of locals, such as burying or burning the dead

(Easy +20%): Use the proper courtesies of a higher Social Class

- (Routine +10%): Identify a local landmark and its importance

(Standard +/-0%): Recant legends from history

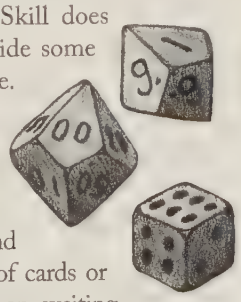
- (Challenging -10%): Know about local flora and fauna, and how to identify them

(Hard -20%): Identify a famous person from their burial marker or tomb

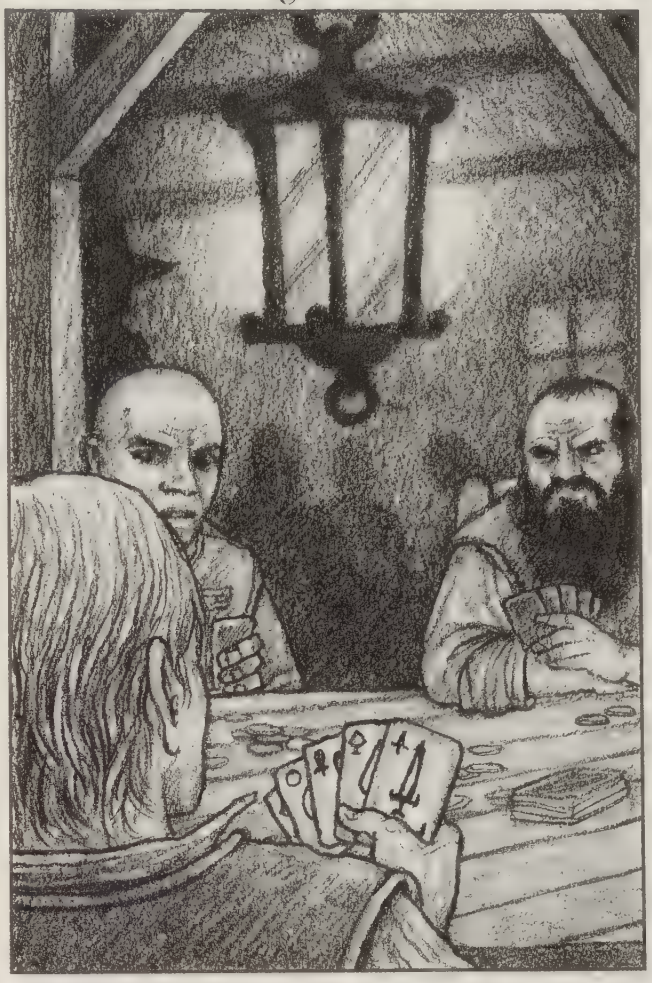
(Arduous -30%): Forecast the weather based on historic patterns

GAMBLE (INTELLIGENCE)

Gambling represents a general know-how for common games of chance with cards, dice and darts. Although anyone can make wagers and play games, some are more adept at spotting common mistakes and playing upon the weaknesses of their opponents. Although this Skill does not allow you to cheat, it does provide some insight as to the outcome of the game.



Some GMs may simply prefer Players to roll dice contests in order to resolve high stakes gambling. Others may require you and the other Players around the table to play out an actual game of cards or dice amongst each other. This can be an exciting change of pace, presenting a colorful distraction from your normal gaming schedule. You should feel encouraged to continue staying in-Character during these sort of side games.



SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Play and win a game of cards against the uninitiated

(Easy +20%): Fix a cockfight in your favor

(Routine +10%): Play and win a standard game of chess against someone with one Skill Rank

(Standard +/-0%): Guess the number of stones in a large jar

(Challenging -10%): Fix a fistfight in your favor

(Hard -20%): Play and win a game of dice against someone with three Skill Ranks

(Arduous -30%): Guess the next card that will be lain down

GUILE (FELLOWSHIP)

The Guile Skill represents general underhandedness in conversation, using trickery and lies to get what you want. It is oftentimes used to subtly manipulate others' feelings and emotions by sewing the seeds of doubt within their mind. With this Skill, you can play word games or use irony to confuse others and engage in political mind games with kingmakers and run verbal circles around demagogues. You

can fool others in order to cover up your true intentions with this Skill. Blather, innuendo, deception and bluffing – these are the watchwords of those who use Guile to get what they want.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Bluster and blather your way out of responsibility
- (Easy +20%): Use innuendo to imply one thing while saying another
- (Routine +10%): Engage in wordplay with another to appear smarter
- (Standard +/-0%): Blend into the crowd to look innocuous and harmless
- (Challenging -10%): Bluff your way into a garden party hosted by the elite
- (Hard -20%): Understand Thieves' Cant without a Skill Rank
- (Arduous -30%): Appear innocent in front of a witch hunter or inquisitor

HANDLE ANIMAL (FELLOWSHIP)

The Handle Animal Skill represents the ability to subdue, command and train creatures classified as Animals. Although this Skill doesn't allow those who use it to domesticate animals that are not meant to be domesticated, it does allow one to tame creatures. This Skill also teaches the proper way to care for and groom an animal, establishing a bond of trust and submission. Use of this Skill allows for the domestication of animals for food or work as livestock.

You can use this Skill to coerce or tame those creatures classified as Animals. Chickens, dogs, horses, falcons, pigs and other farm creatures can easily be trained to obey you. However, should you wish to teach one of these animals more complex tricks you must teach it over nine consecutive days. If successful, you are master of the animal and it will learn one simple trick. You can never impart more than a number of tricks to a single animal in excess of your [FB], however.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Shoe a horse or groom a domestic animal
- (Easy +20%): Teach a simple trick to an animal, like fetch, sit or lay down
- (Routine +10%): Rustle up a flock of sheep without a sheepdog
- (Standard +/-0%): Calm a frightened horse
- (Challenging -10%): Break a young horse for riding
- (Hard -20%): Calm a frightened stampede of wild cattle
- (Arduous -30%): Break a wild horse for riding

HEAL (INTELLIGENCE)

The Heal Skill represents an acute understanding of the significance in the four humours of the body, how they relate to one another and how the wounded can be treated by paying heed to these temperaments. With this Skill, you can exercise this knowledge and how it relates to the excess of fluids which cause miasma and sickness.

You can treat the ill and the healthy alike, tending to their needs for aches and pains, act as midwife, render abortifacients and even tend to the injured. You may adhere to a classical school of thought, using emetics and bloodletting to cure illness through humoralism. Or, you may prescribe to a mechanical school of thought, seeing the body as a complex machine that can be 'fixed' with the right techniques. Regardless of which school you adhere to, those who practice the healing arts always pay some sort of lip service to the gods.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Treat Bloody Flux in a patient
- (Easy +20%): Perform psychosurgery on someone with 2 Chaos Ranks
- (Routine +10%): Treat one Injury to begin recuperation
- (Standard +/-0%): Treat Orx-molt in a patient
- (Challenging -10%): Treat Heatstroke on someone who is Grievously Wounded
- (Hard -20%): Treat Red Death in a patient
- (Arduous -30%): Use a kiss of life on someone who's been unconscious for seven minutes

INCANTATION (WILLPOWER)

Incantation is a Skill that's used to tap into the Æthereal Veil and to reach beyond the stars or peer into the Abyss to command Magick. It can be used to identify strange Magickal symbols, understand occult activities, participate in rituals, research otherworldly creatures, interpret omens and even gain understanding of superstitions made real. In addition, use of Incantation is relied upon by would-be seers, diviners, tarot card readers and other types of spiritualists.

Expressly, this Skill is used for arcane and divine Magickal practices. You can learn more about Magick in **Chapter 10: Grimoire**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Cast a Petty Magick spell in a place regarded as holy to your faith
- (Easy +20%): Interpret a person's future, based on their personality quirks
- (Routine +10%): Cast a Lesser Magick spell upon an unsuspecting target while hidden
- (Standard +/-0%): Cast a Petty Magick spell as foes are Charging towards you
- (Challenging -10%): Hypnotize a willing subject
- (Hard -20%): Cast a Lesser Magick spell during an Engagement where you could harm your allies
- (Arduous -30%): Cast a Greater Magick spell while being harassed in a crowd

INTERROGATION (WILLPOWER)

Interrogation is the ability to draw answers from an unwilling subject using a variety of physical and emotional methods. It allows you to cause duress in your subject, inflicting mental fatigue upon them as you begin to get down to the heart of the truth. Interrogation often relies on torture, as you inflict bodily harm upon a subject to coerce them to speak the truth. A nasty mix of hot tar, branding irons, a cat's paw, red-hot coals, thumbscrews, pliers and sharpened spoons to scoop out eyes are the most common trappings of any worthy Jailer. Torture devices such as the brazen bull, breaking wheels, iron maiden and the pear of anguish are often used by royal torturers. The only limit to what devices and methods you use during an interrogation is how far you're willing to go to extract the desired information.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Gaslight a friend or loved one
- (Easy +20%): Pour hot tar over someone, burning their skin while avoiding yours
- (Routine +10%): Strike the head off of the guilty with a massive axe in one stroke
- (Standard +/-0%): Force a witness to relive a traumatic experience
- (Challenging -10%): Convince a Mutant to tell the truth, after a round of torture
- (Hard -20%): Torture a friend or ally
- (Arduous -30%): Torture a child or innocent animal

INTIMIDATE (BRAWN)

Intimidation is the power to bully others into doing something you want. By using both physical appearance and verbal commands, you try to cow others before you, posturing aggressively like a dog ready to pounce. You attempt to terrify others with your words and actions, suggesting that you'll do violence upon them should they not back down. Similarly, you can use this Skill to cause others to back out of a fight, causing them to either shrink away from you or to stand proud but stay their hand.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Bully your way to the front of a line
- (Easy +20%): Insinuate violence through force of presence and words
- (Routine +10%): Cause innocent people to cow before you in a public place
- (Standard +/-0%): Shove or push someone out of your way
- (Challenging -10%): Substitute this Skill in place of Coordination for a Takedown in combat
- (Hard -20%): Make a threatening gesture to force a guard to abandon their post
- (Arduous -30%): Force an undefeated rival to kneel before you to kiss your boots

LEADERSHIP (FELLOWSHIP)

Leadership is the ability to enlist the support of allies and followers, unifying them under your guidance against a common foe or cause. You can use this Skill to give tactical orders to forces under your command, much like a general does on the battlefield; to stir emotions and foment rebellion, such as an Anarchist extolling a crowd to storm the barricades; and to instill a belief in onlookers, such as a firebrand inspiring people toward a higher plane of spirituality.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Convince a close friend to lift their spirits in the wake of harm
- (Easy +20%): Spread rumors and news among crowds of people
- (Routine +10%): Use Inspiring Words in combat while Moderately Wounded
- (Standard +/-0%): Convince your flock to change their principles in the name of their god
- (Challenging -10%): Command a military campaign to besiege a stronghold
- (Hard -20%): Uplift a congregation who've lost their faith in their god
- (Arduous -30%): Convince Humanoids who were once your enemies to fight alongside you

MARTIAL MELEE (COMBAT)

Soldiers, mercenaries and all manner of trained professionals proficient in the martial arts have a Skill Rank in Martial Melee. Besides enabling you to effectively wield weapons in hand-to-hand combat, it also allows you to maintain the quality of Martial Melee weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Strike a foe that's Prone on the ground

(Easy +20%): Use an Opportunity Attack against a foe who's moving away

(Routine +10%): Flank foes that are outnumbered in a melee engagement

(Standard +/-0%): Fight toe-to-toe with an evenly-matched aggressor

(Challenging -10%): Strike someone in fog, mist or smoke

(Hard -20%): Parry a two-handed weapon using a dirk

(Arduous -30%): Strike someone in the dark

MARTIAL RANGED (COMBAT)

Martial Ranged Skill is used by most professional targeteers and scouts. Archers, Dragoon, hunters, horse-borne Berserkers and all manner of trained professionals proficient in the martial arts have at least one Skill Rank in this Skill. Besides enabling you to effectively fire missile weapons in ranged combat, it also allows you to maintain the quality of Martial Ranged weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Fire a shot at a foe who's climbing a tree

(Easy +20%): Fire and land a shot in the outer rings of a stationary archery target

(Routine +10%): Fire a shot from higher ground

(Standard +/-0%): Fire a shot at someone who's unprotected by cover

(Challenging -10%): Fire at someone standing in fog, mist or smoke or on horseback

(Hard -20%): Fire a ranged weapon into an Engagement involving both enemies and allies

- (Arduous -30%): Fire at a foe in the dark

NAVIGATION (INTELLIGENCE)

Navigation represents the ability to accurately determine distance, direction and routes across the world, orienteering over land and sailing over the sea. This Skill relies on landmarks and maps to find your way overland and the movement and alignment of the stars and constellations as the seasons pass, to help you find your way across the sea. You can use this Skill to plot a course towards a destination, taking into account the landscape, weather and roads so as to arrive in a faster time. Even in unfamiliar lands or on unfamiliar seas, you can chart a route should there be someone who can tell you what to look for or indicate prominent landmarks.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Determine true north above ground
- (Easy +20%): Discern the constellations to guide your journey by sea

(Routine +10%): Chart out a route overland for several days

- (Standard +/-0%): Identify foreign landmarks to make your way without a map

(Challenging -10%): Chart out a route overland for several weeks

- (Hard -20%): Realign your travels after getting lost for days in the wilderness

(Arduous -30%): Determine true north below ground

PILOT (AGILITY)

Pilot represents the ability to sail or row water-going vessels, from simple river rowing boats and barges to dinghies and the triple-masted ships of the open seas. This Skill covers vessels powered by paddle and sail. It also covers general maintenance and upkeep of these boats; scrubbing decks, unloading and reloading cargo, repairing broken oars, patching holes, attending to torn sails and a host of other repairs minor and major that are needed to keep a vessel ship-shape and in top working order.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Maintain the integrity of any water-going vessel
- (Easy +20%): Pilot a ship in calm conditions by sea
- (Routine +10%): Sail a river boat through rapids
- (Standard +/-0%): Right a boat that's being spun out of control by a river eddy
- (Challenging -10%): Pilot a ship in stormy conditions by sea
- (Hard -20%): Assure that cargo arrives unmolested if sent across a rough sea
- (Arduous -30%): Right a boat that's threatening to be swallowed by the sea

RESOLVE (WILLPOWER)

Resolve is the ability to keep yourself calm under pressure. It allows you to steel your mind, focusing on your inner strength to maintain resolve when thrust into situations that Test your will. When confronted by the supernatural or horrifying situations, you use this Skill to let the fear wash over you and through you – for fear is the 'little death', as Adherents are wont to say. Stress and anger, trauma and hate – these are the sorts of things you can attempt to withstand with the Resolve Skill.

The most common use for the Resolve Skill is to resist the effects of madness and shake off the effects of intimidation. It also allows you to resist certain types of mind control Magick. The GM will generally call upon you to make these Tests as a reaction to a situation. Failure often results in losing your edge, while Critical Failure can cause you to completely lose it. Most of these results are handled by the GM.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Maintain your cool when piloting or driving a vehicle in a tense situation
- (Easy +20%): Withstand the effects of Stress
- (Routine +10%): Ignore the impact of Petty Magick spells which may cause anxiety
- (Standard +/-0%): Withstand the effects of Fear
- (Challenging -10%): Withstand being intimidated by those of a higher Social Class
- (Hard -20%): Withstand the effects of Terror
- (Arduous -30%): Steel yourself before a monstrous beast

RIDE (AGILITY)

The Ride Skill is primarily used to mount and ride atop animals trained to bear others, such as horses and ponies. The Skill is to gallop and race, leap over hedges and fences, ride across difficult terrain, leap atop your mount while running or jumping from a window and to calm your mount when it is stressed.

Much like the Drive Skill, unless you're doing something out of the ordinary, a Test is not required to Ride an animal. However, Ride Tests are required if you want to attempt a difficult maneuver or race against others. Depending on the severity and inherent challenge of the maneuver, you may be required to roll multiple Ride Tests to successfully evade debris or navigate tight corners.

Should you attempt to mount an untamed animal – such as a wild horse or steer –you must succeed at a Ride Test. If

successful, you to gain control of the creature for a number of minutes equal to your [AB]. A Ride Test may also be required if you're atop a dray horse, mule, palfrey horse or pony in tense situations. These animals are not accustomed to the battlefield and will often spook or attempt to bolt away when faced with the scent of blood or the clang of steel against steel.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Ride a horse in the water as it swims

(Easy +20%): Break from a gallop into a charge on horseback

(Routine +10%): Ride a horse from village to village at fast speeds

(Standard +/-0%): Perform simple tricks on horseback, such as leaping over hurdles

(Challenging -10%): Drop from a high window into the saddle

(Hard -20%): Leap over hedges at a fast pace

(Arduous -30%): Take control and ride a creature that's classified as a Beast

RUMOR (FELLOWSHIP)

Rumor is used to gather information from social circles, stimulating conversation by being gregarious and talkative. It can be used to interact with strangers and friends alike, appealing to them with your personality or just chewing the fat. Unlike other social Skills such as Charm, Guile and Intimidate, this Skill is used to specifically appeal to larger groups by being an extrovert. Rumor is a good way to get the latest political or social news, dissect the latest gossip and spread rumors all at the same time. There is invariably a kernel of truth to be found in all of these and perhaps even particularly harmful dirt or secrets that may be revealed by this Skill.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Lubricate local gossip-mongers with alcohol to learn rumors

(Easy +20%): Hobnob with locals while participating in tavern games

(Routine +10%): Speak in Pig Latin or other odd languages with friends

(Standard +/-0%): Spread gossip of an impending attack with locals

(Challenging -10%): Speak fluently before a court of your betters

(Hard -20%): Befriend foreigners who don't particularly care for 'your kind'

(Arduous -30%): Stimulate casual conversation with those whose language you can't speak

SCRUTINIZE (PERCEPTION)

The Scrutinize Skill represents the ability to understand motives and underlying intentions in others. It relies on hearing and vision to assess each participant's part in a conversation; the way they intone their words, whether they fidget or look away as they speak and if their body language is unusual. Note that you can also deduce tone and intention from the written word, providing you possess the Education Skill. Finally, it can be used to recall things from memory.

This Skill doesn't allow you to see minute details, take account of numbers or see through an ambush – refer to the Awareness Skill in those cases.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Remember what you had to eat the previous day

(Easy +20%): Read body language to understand the Social Class of another

(Routine +10%): Decode a secret message in your own tongue

(Standard +/-0%): Remember an important task you forgot to attend to

(Challenging -10%): Decode a secret message in a foreign tongue

(Hard -20%): Memorize the order of events after a deadly fight

(Arduous -30%): Determine if someone whom you aren't familiar with is telling lies

SIMPLE MELEE (COMBAT)

The Simple Melee Skill is employed when wielding common weapons in hand-to-hand fights and battles. Simple Weapons, such as a bullwhip, cudgel and woodsman's axe are easy to use, require little training and are commonly carried on a belt. This Skill is gained by training with improvised weapons taken from the battlefield left shattered and abandoned or by being members of a militia. It also allows you to maintain the quality of Simple Melee weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Re-wrap leather around hilt of an ancient sword found in a tomb
- (Easy +20%): Strike a foe who is sitting in their chair with their back turned toward you
- (Routine +10%): Use your weapon alternatively as a tool for work
- (Standard +/-0%): Grapple the haft of a heavy axe to bash a door down
- (Challenging -10%): Break a Simple Melee weapon over your knee
- (Hard -20%): Dig a shallow grave using your weapon
- (Arduous -30%): Scavenge a Simple Melee weapon with the Ruined condition and turn it into a usable one

SIMPLE RANGED (COMBAT)

The Simple Ranged Skill is used when wielding common weapons to fight with at a distance. Most are easy to use, such as a shepherd's sling or hunting bow. The Skill is typically used by hunters turned peasant militiamen or irregular forces and you likely gained training from one of these groups. It also allows you to maintain the quality of Simple Ranged weapons and perform general maintenance to keep them in usable condition.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Fire a shot at a person who's climbing a tree
- (Easy +20%): Fire a shot at someone who's running away
- (Routine +10%): Fire a shot at a foe who's pinned against a wall or in the corner
- (Standard +/-0%): Fire a warning shot at someone before their feet
- (Challenging -10%): Fire a shot at someone on horseback
- (Hard -20%): Fire into an Engagement, where you may potentially harm your allies
- (Arduous -30%): Fire at an enemy in darkness

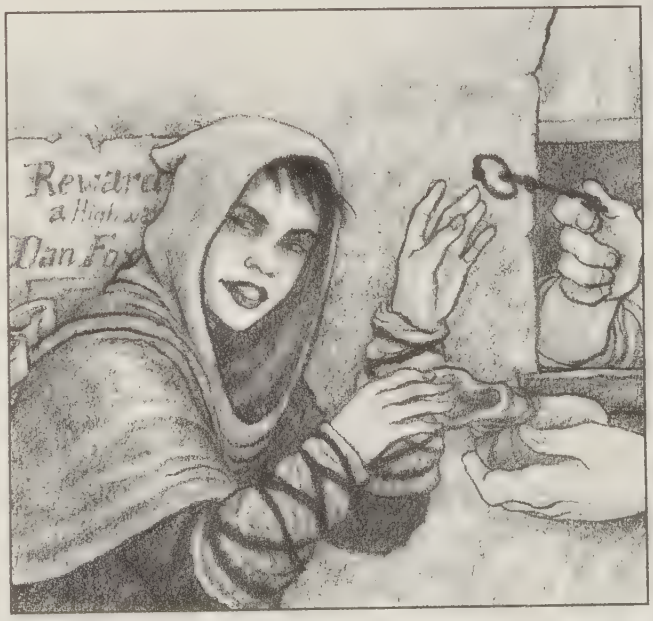
SKULDUGGERY (AGILITY)

There is nothing that is socially acceptable about the Skulduggery Skill, since it encapsulates practically everything larcenous or illegal that you might do using your hands. You can use this Skill to bypass locked doors and chests without a key to hand, disable security contrivances and complex traps, use simple prestidigitation to palm small objects and hide cards and conduct simple robberies, such as cutting coin purses and snatching bracelets.

Skulduggery Tests are often tough to make if someone is watching. While you may be able to use this Skill to make small objects disappear in front of onlookers, it requires some form of distraction to do so. This is particularly helpful when attempting to cheat at cards! Similarly, using this Skill to snatch coin purses or cut pockets can be difficult unless you are amongst a crowd. Of course, there are simple techniques you can use to draw your mark's attention away from you and your GM will always take these under consideration.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Use a simple card trick to distract others
- (Easy +20%): Fish a pie off a windowsill
- (Routine +10%): Disable a wire trap intended to set off an alarm
- (Standard +/-0%): Pick the pocket of a passerby in a crowded street
- (Challenging -10%): Pick the lock off a strongbox or fortified trunk
- (Hard -20%): Pick the pocket of a passerby in a near-empty street
- (Arduous -30%): Palm an object in front of a merchant's stall



STEALTH (AGILITY)

Stealth represents the ability to use concealment, shadows, foliage, people and other distractions, to move about without being seen or heard, to hide and to lay in wait to ambush others. It can also be used stalk a mark while moving among crowds of others, and even to conceal large objects such as encampments, horses and wagons.

When using the Stealth Skill to hide and conceal yourself, you must be outside the line of sight of those you intend to ambush or they must be pre-occupied with something else (the distraction of close combat isn't enough). To cause a distraction, you may need to get creative. Whipping your horse and having it storm through the battlefield away from you is a good way to take everybody's eyes off of you. Another is to wait until dark or walk amongst the crowds during the day, hiding in plain sight. Whenever you make a Stealth Test, it is always treated as a Secret Test (as indicated in **Chapter 2: How To Play**).

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Move quietly, so as to not awaken your enemies

(Easy +20%): Stalk someone through a crowded street

(Routine +10%): Hide from the law, when being pursued

(Standard +/-0%): Set up a good vantage point from where you can waylay a coach

(Challenging -10%): Shadow an animal through the woods

(Hard -20%): Lay an ambush along an open road

(Arduous -30%): Hide in plain sight

SURVIVAL (PERCEPTION)

The Survival Skill represents the ability to live out in the wilderness and live off the land. The Skill can be used to forage for roots, hunt for food, find suitable shelter, follow trails left behind by animals or people and locate somewhere safe to lay your head. In addition, it allows you to prepare simple meals, construct rudimentary weapons and build simple traps to hunt with. Providing you can locate the appropriate materials, you can construct rough items such as a wattle and daub house, a well, ladders, fences and other staples of peasant life.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Go fishing with adequate supplies

(Easy +20%): Forage for roots and berries in the wild

(Routine +10%): Built a shelter out of limbs and grass

(Standard +/-0%): Construct an improvised weapon

(Challenging -10%): Track a small animal's prints

(Hard -20%): Track the passing of a single person through the wild

(Arduous -30%): Find a source of water in the deep desert

TOUGHNESS (BRAWN)

This Skill represents stamina and endurance. It reflects the ability to withstand pain and exposure to the elements, ignore the effects of physical Peril, withstand the powerful effects of chaos, endure a forced march, run for an extended period of time, resist fatigue and hold your breath underwater.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Resist the effects of Bloody Flux after a bad meal
- (Easy +20%): Resist the effects of Tomb Rot after robbing the interred dead
- (Routine +10%): Withstand one dose of a Toxin
- (Standard +/-0%): Resist the effects of Venereal Disease after being exposed
- (Challenging -10%): Withstand the effects of Snake Venom
- (Hard -20%): Withstand Intoxication after drinking Dwarven beer
- (Arduous -30%): Get back on your feet after falling a long distance

TRADECRAFT (WILLPOWER)

Tradecraft represents the practice of a particular craft and the ability to run a business based off that craft. Although anyone with a Skill Rank in Tradecraft has the potential to practice any trade, Focuses give them a distinct advantage over their peers in particular fields. It takes time to learn and master such training.

Tradecraft is used to construct and create a wide variety of things. Artistry can produce frescoes, paintings and sculptures. Brewing creates alcohol and flavored drinks such as teas and coffees. Carpentry can plank wood and construct anything from carts and wagons, to carriages, to multi-story houses and wooden fortifications. Engineering can oversee the construction of stonework homes, bridges, aqueducts, walls, towers, fortified manor homes and castles. Fine Smithery can work with jewelry, clockwork parts and even gunpowder weapons. Gastronomy is used to prepare culturally-appropriate and exquisite meals, far more complex than ones prepared using Survival. Metallurgy can be used to recognize, extract and reforge ores into alloys with the appropriate tools. A Shipwright can construct anything from river-going rafts to sea-going vessels. Smithing can work with practically any metal to create horseshoes, kettles, iron bands and wire. Stoneworking can be used to cut stones to fit the construction of larger buildings. Tailoring can work with cloth and other rare materials to clothe both the drecks of society as well as the cream. Tanning can produce rawhide, furs and refined leather goods. And finally, Weaponsmithing can be used to craft all manner of weapons. The time it takes and expenses to craft objects are more fully covered in **Chapter 7: Trappings**.

SAMPLE DIFFICULTY RATINGS

- (Trivial +30%): Melt down or repurpose materials from destroyed objects
- (Easy +20%): Make minor repairs and restore an item to like-new condition

(Routine +10%): Conduct the last repairs to restore an object from the Ruined! Quality

- (Standard +/-0%): Repurpose any armor, weapon or shield to gain the Castle-forged Quality

(Challenging -10%): Mimic someone else's work to appear as your own

(Hard -20%): Invent a new trapping, based on your Focuses

- (Arduous -30%): Begin repairs on a Ruined! set of armor, shield, weapon or other object

WARFARE (INTELLIGENCE)

Warfare represents an understanding of warfare as it relates to war machines. This Skill is used to arm and reload the siege weapons intended to break down walls, smash doors, crash through an army's defenses and wreak havoc upon an enemy's supply lines; understand strategies utilized in warfare (both mobile and ensconced within a fortification) and how to erect appropriate defenses; and how to conduct psychological warfare upon the enemy. It also includes knowledge of how to construct siege towers, battering rams, bolt throwers, trebuchets and a host of gunpowder-type weapons. You can also use this Skill to identify wounded foes in large groups, able to isolate and strike the same one over and over amid an Engagement.

You can also use this Skill to arm, aim and fire war machines (as indicated in **Chapter 7: Trappings**). Identifying weakness in defenses is also another common use of this Skill. Although you may not be a stoneworker, you can identify where the strongest and weakest points are in a castle or other fortification.

You can also use the Warfare Skill to commit military investment and provisioning to the war effort, to understand how to tactically deploy armies and to array artillery against a mobile enemy. With this knowledge, you can rapidly change the mode of conflict as necessary, adapting very quickly to your opponent's movements *en masse*.

SAMPLE DIFFICULTY RATINGS

(Trivial +30%): Take account of supplies and provisions for a war campaign

(Easy +20%): Load a war machine with assistance

- (Routine +10%): Determine weaknesses in enemy lines

(Standard +/-0%): Conduct a massive troop movement in the midst of battle

(Challenging -10%): Find 'soft spots' in fortifications

- (Hard -20%): Prognosticate the tactics an unknown enemy is using

(Arduous -30%): Count the number of troops remaining on a battlefield

TALENTS

Daring feats can mark the difference between life and death. While Characters tend to be cut from the same cloth, Talents allows them to stand out from one another. Talents are learned from the harsh rigors of practice, training and experience. They are a refinement of natural aptitudes and capabilities, each with a unique finesse unseen by others. Ultimately, Talents amplify Skills and allow you to employ them in ways to change or 'break' the standard rules of **ZWEIHÄNDER**.

Whereas a Skill represents an innate sense of how to do something, a Talent illustrates a particular knack within the Skill, allowing you to take particular advantage of your abilities. Each Profession possess three Talents. You will accumulate knowledge and invest Reward Points to learn Talents over the course of the Campaign. With the right combination of Talents, your chances of survival increases significantly. However, not all Talents are made equal, some favoring a specific build or Character type. While we've used an underlying universal guideline with their design, some may be perceived as potentially more powerful than others.

HOW TO USE TALENTS

Unlike Skills, Talents do not require any forethought to employ. As mentioned before, they are innate abilities that act as 'riders' to the actions your Character takes during play. Once a Character has gained a Talent, it becomes a part of them – akin to Primary Attributes, but they are instead learned through their experience rather than being born with them. Unless specified otherwise, you can use Talents in combat freely without having to dedicate Action Points.

SIMILAR BENEFITS: There may be a few unique situations where the benefits derived from one Talent are trumped by a Professional Trait or Ancestral Trait. While we don't want the game to break down into an argument about the rules, we empower you as the player to make good, judicious choices; work with your GM where there may be confusion.

TALENTS

Æthereal Alignment	Left-handed Path
Ambidexterity	Lightning Reaction
Appalling Mien	Light Sleeper
Arbalest's Speed	Long-winded
Azimuth	Mariner
Bad Axx!	Menacing Demeanor
Battle Magick	Meeting Of The Minds
Beatdown	Military Formation
Blood Magick	Mine Craft
Carousing	Mounted Defense
Cheap Shot	Multilingual
Clinch Fighter	Nerves Of Steel
Determination	No Mercy
Die Hard	Overwhelming Force
Doppelganger	Run Amok
Eagle Eyes	Rural Sensibility
Fencer's Panache	Saddle-born
Forked Tongue	Second Skin
Gallows Humor	Secret Signs
Gangster Grip	Shield Slam
Gatecrasher	Shoot From The Hip
Ground & Pound	Siegecraft
Gruesome Shot	Silver Tongue
Handspring	Spirited Charge
Hard To Kill	Sprint
Higher Mysteries	Strangler's Union
Holdout	Streetwise
Housebreaker	Strong Jaw
Impenetrable Wall	Supernatural Paranoia
Impervious Mind	Sword & Board
Indifference	Take 'Em Down
Incredible Numeration	There Will Be Blood
Instincts	Tough As Nails
Kidney Shot	True Grit
Knifework	Winds Of Change
Larceny	Worldly

TALENT DESCRIPTIONS

Listed below are each of the Talents with flavor text and a full description of their use.

ÆTHEREAL ALIGNMENT

Your ability to concentrate cannot be assuaged simply by exhaustion; no, you are indomitable when it comes to reshaping the Æther.

Effect: When attempting to Counterspell, you gain a +20 Base Chance to succeed.

AMBIDEXTERITY

You can use both hands with equal finesse.

Effect: You never suffer penalties when using tools or weapons in either hand. If you ever suffer an Injury where you cannot use your primary hand, you do not suffer penalties to use your off-hand.

APPALLING MIEN

People are disturbed by your presence, as you invoke apprehension and fear in those who encounter you.

Effect: When you succeed at an Intimidate Test against one foe, they cannot attack you until they succeed at a Resolve Test. However, if you or your allies harm them in any way, they immediately shake off this effect.

ARBALEST'S SPEED

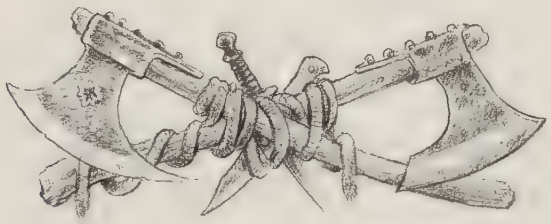
Having fire one shot, you expertly prime another shot, ready another arrow or reload another stone to strike your enemy again.

Effect: When you begin to Load a ranged weapon, make a successful Coordination Test to Load it without spending Action Points. If you fail, you must spend the requisite number of Action Points to finish Loading.

AZIMUTH

You never get lost under a starry sky.

Effect: When you can see the stars, you gain a +20 Base Chance to Navigation Tests. In addition, you always know true north above ground, even during inclement weather.



BAD AXX!

Armed with two insanely vicious weapons, you relentlessly cleave into the fray with both hands. This is a particular favorite of Dwarf Slayers whose predilection for this particular fighting style cannot be denied.

Effect: When you hold a one-handed melee weapon in either hand and fail a Martial Melee or Simple Melee Test, you may re-roll to generate a better result, but must accept the outcome. However, if you do not possess Ambidexterity, you must flip the results to fail the re-rolled Skill Test.

BATTLE MAGICK

The winds of Magick bend to your whim. In the face of violence, you've learned to control the emergent forces of chaos. You weave Æthereal energies to the betterment of your Magicks.

Effect: Foes who are made subject to your Magicks must spend one additional Action Point to properly Counterspell. In addition, you penalize your foe's ability to Resist your Magicks by a -10 Base Chance.

BEATDOWN

You are an unscrupulous cur, opting to strike joints and other vital areas instead of putting up a fair fight.

Effect: When you Take Aim and then make a successful Melee Attack, you force a foe to Resist a Takedown. You must attack with Brawling or Crushing types of weapons to utilize this Talent.

BLOOD MAGICK

With great practice, you have learned to bend the powers of disorder to your whim. However, every dark gift requires a sacrifice in return.

Effect: After you have made the appropriate sacrifice of an innocent creature (a beloved animal like a kitten or puppy for Petty Magick, a farm animal such as a cow or sheep for Lesser Magick or a living person like an Elf or Dwarf for Greater Magick), you can cause any one foe to automatically fail to Resist one cast Magick spell within the next 24 hours. You can only make a sacrifice like this once per day and will likely suffer Corruption for such a heinous act.

CAROUSING

You're accustomed to staying out all night and all too often to finding yourself drinking everyone else underneath the table. When you are drunk, are you a friendly drunk or a mean drunk? You choose.

Effect: When you are Intoxicated, will you be a friendly drunk or a mean drunk? When you're a friendly drunk, gain a +10 Base Chance to Charm Tests while Intoxicated. When you're a mean drunk, gain a +10 Base Chance to Intimidate Tests while Intoxicated. You can make this choice every time you become Intoxicated.

CHEAP SHOT

When an attacker is stupid enough to expose their groin when turning away your attack, you use that opportunity to kick them in the tender parts as a low blow.

Effect: When a foe successfully Parries your Melee Attack, immediately make a bare-handed Opportunity Attack.

CLINCH FIGHTER

You are a natural wrestler, using paralyzing grapples in close quarters combat.

Effect: You penalize your foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when you use a Chokehold, add an additional 1D10 to determine how much physical Peril you inflict.

DETERMINATION

Your doggedness tends to slow everyone down, but your considerable foresight grants you extraordinary ability.

Effect: When you attempt an Extended Test to take your time, you gain an additional +10 Base Chance to your Skill Test.

DIE HARD

Pain has come to mean little to you these days, as you heal quickly.

Effect: You reduce the time to Recuperate from your own Injuries by three days, to a minimum of one day. In addition, you never Bleed.

DOPPELGANGER

As an acute observer of others' habits, you're able to mimic their mannerisms with little chance of failure.

Effect: When masquerading as someone of a Social Class other than your own, you gain a +20 Base Chance to Disguise Tests.

EAGLE EYES

You have exceedingly focused vision, targeting foes accurately over great distances.

Effect: You do not suffer additional hardship when firing ranged weapons at Medium Distance, instead treating it as Short Distance.

FENCER'S PANACHE

Your intense studies of dueling have made you into an expert swordsman.

Effect: When you Take Aim and then make a successful Melee Attack, you force a foe to Resist a Disarm. You must attack with weapons possessing the Fast or Finesse Quality to utilize this Talent.

FORKED TONGUE

Lies simply spill from your lips, but others are generally none the wiser.

Effect: When you attempt to deceive someone of a Social Class other than your own, you gain a +20 Base Chance to Guile Tests.

GALLOWS HUMOR

With a morbid sense of humor, you use witticisms to counter the bleak world you live in (and its grim outcomes).

Effect: At your option, you can substitute the Guile Skill in place of Resolve.

GANGSTER GRIP

"Step off, knave. If you tryin' to plough with me, my blunderbuss go bang!"

Effect: When you make an Attack Action with a weapon possessing the Gunpowder Quality within one yard of an opponent, you inflict an additional 1D6 Fury Die to Damage.

GATECRASHER

You've been trained amongst the martial elite, whose tutelage taught you how to break through a foe's defenses.

Effect: When you Take Aim and then make a successful Melee Attack, add 3 Damage.

GROUND & POUND

Whenever a foe escapes your hold, you sucker punch them right in the gut.

Effect: When a foe successfully Resists your Chokehold, immediately make a bare-handed Opportunity Attack.

GRUESOME SHOT

In one masterful stroke, you strike your target clean and accurately.

Effect: When you Take Aim and then make a successful Ranged Attack, add 3 Damage.

HANDSPRING

You get knocked down, but you get up again.

Effect: You can use the Movement Action called Get Up for 0 Action Points.

HARD TO KILL

You are stubborn and tough, incapable of being put down. With strength left within, you turn away blows with bitter resolve.

Effect: When you are Grievously Wounded, temporarily add 3 to your Damage Threshold.

HIGHER MYSTERIES

A rare few dabble in the darkest of Magicks. In its purest of forms, it is vile and destructive to others and soul-corrupting to the magician that wields it. You force the dark to kneel before you, but only after appropriating a suitable sacrifice.

Effect: While Channeling Power, you can voluntarily remove any number of Chaos Dice. However, you suffer 3 additional Corruption for each Chaos Die you remove.

HOLDOUT

You find it easy to hide items you've palmed in places where no one can find them.

Effect: You always succeed at Skulduggery Tests to conceal objects no larger than a knife about your person.

HOUSEBREAKER

You've likely spent some time as a second story man or been paid to help old mothers locked out of their own cottages.

Effect: When trying to open locks, you gain a +20 Base Chance to Skulduggery Tests.

IMPENETRABLE WALL

When you're surrounded, you manage to outmaneuver foes that are flanking you.

Effect: Opponents do not gain an advantage (such as additional Damage or bonuses to strike) when they flank, outnumber or surround you in combat.

IMPERVIOUS MIND

You spit in the face of fear, your mind being incredibly resilient to events that lead towards stress and madness.

Effect: When you suffer mental Peril, reduce your Peril Condition Track by one less step negatively.

> Natasha Steeples suffers 13 mental Peril, which normally would move her one step down on the Peril Condition Track. However, because she has the Impervious Mind Talent, he doesn't move any steps whatsoever.

INDIFFERENCE

You've grown accustomed to the battlefield and the smell of rotting corpses doesn't bother you.

Effect: When viewing blood-soaked and visceral scenes of death, you always succeed at Resolve Tests to withstand their potential psychological effects (such as with Stress, Fear and Terror) and don't suffer Corruption due to such scenes.

INCREDIBLE NUMERATION

You are a human calculator and can determine odds with great speed.

Effect: When counting or cheating, you gain a +10 Base Chance to Skill Tests.

INSTINCTS

You do not need to be able to see your enemies clearly in order to strike them.

Effect: While in fog, mist or smoke, you ignore the normal penalties associated with impaired vision.

KIDNEY SHOT

A well-placed shot to the vitals will stagger your enemy.

Effect: You penalize your foe's ability to Resist a Stunning Blow by a -10 Base Chance to their Skill Test. In addition, when you use a Stunning Blow, your foe loses 2 Action Points, instead of 1 Action Point.

KNIFEWORK

You are incredibly adept at using cutting weapons, striking between the chinks of your enemy's armor and twisting the blade.

Effect: When you deal Damage to a foe using a melee weapon with the Fast Quality, they must Resist with a Toughness Test or begin to Bleed.

LARCENY

You engage in illegal activities and find a natural home in the criminal underworld.

Effect: When fencing black market goods or procuring illegal information, you gain a +20 Base Chance to Bargain Tests.

LEFT-HANDED PATH

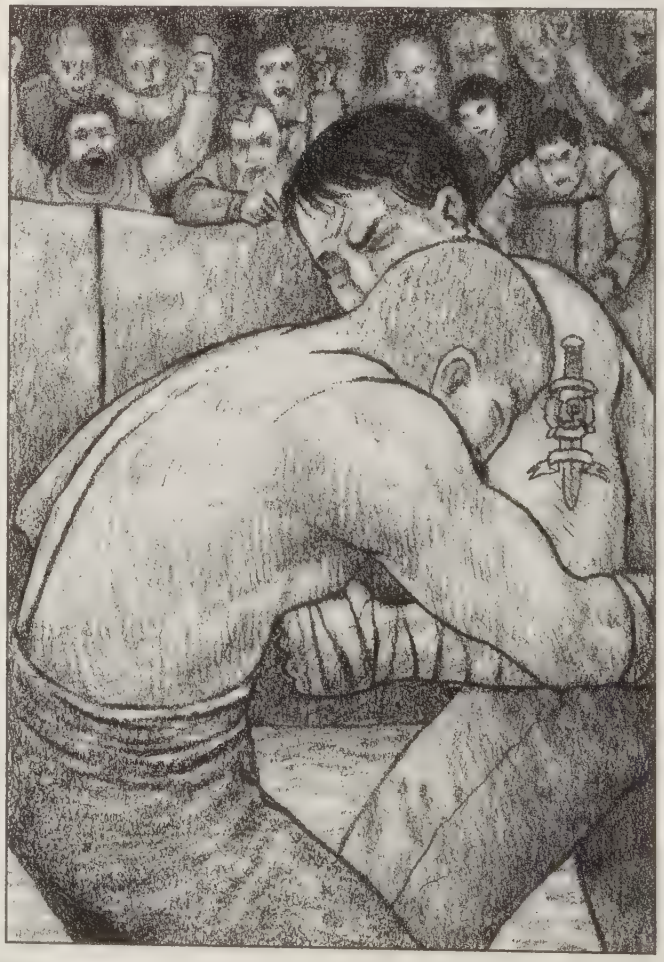
You possess an inexorable command over the powers of chaos and disorder and are resilient to their corrupting effects.

Effect: When you Channel Power, if your Chaos Dice do not result in a Chaos Manifestation, you avoid gaining Corruption as a result.

LIGHTNING REACTION

You are unnaturally fast and able to assess the situation with lightning reflexes.

Effect: In combat, you gain 1 additional Action Point. However, it can only be used to Dodge and Parry. This Action Point refreshes at the beginning of your Turn.



LIGHT SLEEPER

You rest with one eye open, ever-watchful for danger.

Effect: When you are sleeping, you cannot be Surprised or left Helpless.

LONG-WINDED

You can exert yourself above and beyond normal limits.

Effect: When you suffer physical Peril, reduce your Peril Condition Track by one less step negatively.

> Lyndon Geneveux suffers 23 physical Peril, which normally would move him two steps down on the Peril Condition Track. However, because he has the Long-winded, he only moves one step.

MARINER

You ply waterways nearest the shore, along river ways and deep lakes with ease.

Effect: When boating in waters where the shore can be seen, you gain a +20 Base Chance to Pilot Tests.

MENACING DEMEANOR

You are intimidating and tend to act in a prickly manner.

Effect: When you succeed at an Intimidate Test, you inflict 1D10+1 mental Peril.

MEETING OF THE MINDS

Your words bring harmony and accord during an exchange, persuading the bitterest of rivals towards a good middle ground.

Effect: When attempting to bring compromise between two extreme positions, you gain a +10 Base Chance to Skill Tests.

MILITARY FORMATION

Standing alongside your allies, you lead them towards victory as you occupy the van.

Effect: When you successfully use Inspiring Words in combat, both you and the allies you inspire raise their Initiative by 3.

MINE CRAFT

You have an aptitude for not getting lost below ground, using the flow of water and the marks upon rocks to find your way.

Effect: When beneath the earth, you gain a +20 Base Chance to Navigation Tests. In addition, you always know true north below ground, even in total darkness.

MOUNTED DEFENSE

You are an expert rider, and can duck and weave with ease to defend yourself while astride a mount or on a moving vehicle.

Effect: When fighting on horseback or atop a vehicle like a cart, coach or wagon, you can substitute your Drive or Ride Skill in place of Coordination when you Dodge or Parry. In addition, you always succeed at Skill Tests to retain control when your mount or the animal that's pulling your vehicle suffers Damage.

MULTILINGUAL

While you may not be able to speak every language, you can convey the simplest of ideas by gesticulating and articulating words in a way that can be understood.

Effect: You can communicate simple thoughts through words and hand signals with other races whom you do not share the same language with.

NERVES OF STEEL

Your will alone is often enough to withstand the rigors of fatigue and strain.

Effect: When resting in unsafe places (as mentioned in **Chapter 9: Hazards & Healing**), your Peril Condition Track moves all steps positively to Unhindered.

NO MERCY

Your implacable nature grants no man mercy, whether he begs for it or otherwise.

Effect: When you Injure a foe with a melee weapon, you inflict two Injuries instead of one.

OVERWHELMING FORCE

When armed with a heavy weapon, you can deliver crushing blows that splinter shields and shatter weapons.

Effect: If you roll a Critical Success with a Melee Attack, you inflict the Ruined! Quality to a foe's shield, weapon or armor (your choice). Overwhelming Force has no effect on Castle-forged trappings, and you must be armed with a two-handed melee weapon.

RUN AMOK

You plow through your enemies, driving the business end of your weapon home with terrible accuracy.

Effect: When you Charge, you gain a +20 Base Chance to strike with a melee-based Attack Actions and Perilous Stunts.

RURAL SENSIBILITY

You are country-born and know how to get around unnoticed in the wilderness and countryside.

Effect: When you attempt to hide in rural environments, you gain a +20 Base Chance to Stealth Tests.

SADDLE-BORN

"Hi-yo and away!" You are an accomplished rider in the saddle.

Effect: When fighting on horseback or atop a vehicle like a cart, coach or wagon, you gain a +10 Base Chance to strike with melee and ranged weapons.

SECOND SKIN

You've grown accustomed to the weight of armor and move around unimpeded.

Effect: You can Dodge when wearing armor with the Heavy Quality.

SECRET SIGNS

Vagabonds, rural folk and rangers use a series of intricate patterns to leave short messages and you have learned to read them.

Effect: When you attempt to understand secret symbols, hand gestures or signs left behind by others as a warning, you gain a +10 Base Chance to Skill Tests.

SHIELD SLAM

You are a literal defensive wall, shoving backwards your enemies with great might and speed.

Effect: When you wield a shield, the melee weapon you wield in your primary hand gains the Powerful Quality.

SHOOT FROM THE HIP

You possess such prowess with guns that you need not line up the sights to fire.

Effect: You can quick draw any one-handed ranged weapon with the Gunpowder Quality for Opportunity Attacks.

SIEGECRAFT

Siege warfare and investiture are your forte, having spent time in the field perfecting the art of war.

Effect: When you attempt to determine appropriate distances for siege engines and employ them to hit, you gain a +20 Base Chance to Warfare Tests.

SILVER TONGUE

You know how to wheedle both your lesser and peers, persuading them with silky words and flattery to act in your favor.

Effect: When you attempt to persuade those of a different Social Class other than your own, you gain a +20 Base Chance to Charm Tests.

SPIRITED CHARGE

Atop a vehicle or horse, you ride like a hellion borne from the gates of hell.

Effect: When you use the Drive or Ride Skills, add +3 to your Movement.

SPRINT

You move at such a fast pace that others cannot get a bead on you when drawing their bows or aiming their guns.

Effect: When you Charge or Run, you cannot be struck by attacks made with ranged weapons until your next Turn.

STRANGLER'S UNION

You're a straight-up murderer, dealing death silently and effectively.

Effect: When you make an Attack Action with a blackjack, bullwhip or garrote, your foe cannot Dodge or Parry this attack.

STREETWISE

You were born in the streets, and know how to get around unnoticed along the gutters and back alleys.

Effect: When you attempt to hide in urban environments, you gain a +20 Base Chance to Stealth Tests.

STRONG JAW

Dizziness and debilitation doesn't really affect you, because you've learned to take your licks.

Effect: When attempting to Resist Perilous Stunts, you gain a +20 Base Chance to succeed.

SUPERNATURAL PARANOIA

Your encounters with the supernatural and the terrifying have made you extremely paranoid.

Effect: When your Chaos Ranks are higher than your Order Ranks, add 3 to your Initiative.

SWORD & BOARD

When armed with a shield and sword, you are a whirlwind of blows.

Effect: If a foe successfully Parries your Melee Attack, immediately make an Opportunity Attack using a shield as an improvised hand weapon.

TAKE 'EM DOWN

A perfect throw can bring down your quarry as they run away. With a carefully-placed shot, you can disarm or knock down any foe.

Effect: At Distance, you can substitute either your Simple Ranged or Martial Ranged Skills when you attempt to use Disarm, Stunning Blow or Takedown. Note that you do not inflict Damage when you attempt such maneuvers. You must be armed with a loaded ranged weapon in order to Take 'Em Down.

THERE WILL BE BLOOD

After dealing a fatal blow, blood-curdling screams and convulsions always follow from your enemy.

Effect: You roll an additional 1D6 Chaos Die to determine if you Injure foes.

TOUGH AS NAILS

Scars ripple up and down your body, telling tale of horrendous injuries you've suffered over the years.

Effect: You no longer suffer Moderate Injuries, remaining uninjured as a result.

TRUE GRIT

You have an incredibly hardy physique, powering through pain and suffering with resolve.

Effect: You are immune to the effects of Knockout! and Stunning Blow.

WINDS OF CHANGE

With a subtle 'tug' on the web of the Æthereal Veil, you alter the pattern of emergent chaos to take shape from the Abyss, in whatever form you may desire.

Effect: When using Burst, Cone and Explosion Template Magick, you can reshape it so as to not harm your allies, hurting only your foes. See **Chapter 7: Trappings** to learn more about Templates.

WORLDLY

You are highly knowledgeable about the world around you and the world at large, having either travelled or read widely. You're innately friendly and people enjoy your company.

Effect: When gossiping or spinning a tale, you gain a +20 Base Chance to Rumor Tests.

TRAPPINGS

Currency falls into three distinct types of coins – the brass penny (bp), the silver shilling (ss) and the gold crown (gc). While different regions may have different stamps or values placed upon them, there is a universal consensus as to what they're worth, based on the value of the metal by its weight. Each type of currency has a direct correlation to the three Social Classes.

BRASS PENNY (LOWBORN)

From the lowliest of dirt-farming peasants to the servants who port booze from tap to table, the brass penny (bp) is the most common coin used within Lowborn circles. These 'bit pieces' tend to be rather crude, generally bent, smashed, clipped or otherwise beaten out of shape. Made from copper, brass and sometimes tin, most are so worn that whatever face or tail that was stamped on them has long been replaced by epitaphs or caricatures that denigrate the upper classes scratched upon them with a knife or fingernail. They jingle in a stevedore's pockets after a hard day's labor, rattle from a beggar's cup at passerbyers, are pilfered by ragamuffins on the streets and often find their way into the pockets of people given to desperation and hardship.

- 240 brass pennies (bp) equals 1 gold crown (gc)
- 12 brass pennies (bp) equals 1 silver shilling (ss)

SILVER SHILLING (BURGHER)

The silver shilling (ss) is the universal coin of trade and commerce. From the merchant caravan traders to soldiers, these coins are the most common form of currency. The coins a person carries in their purse is a good indicator of their nationality and race. However, it is also how the common, middle class folk can begin to understand of the world outside of their own, learning the names of kings, recognizing heraldry and coming to spout off the unknown gods of other countries, as most silver shilling (ss) are imprinted with decoration which represents said lands.

- 20 silver shillings (ss) equals 1 gold crown (gc)
- 1 silver shilling (ss) equals 12 brass pennies (bp)

GOLD CROWN (ARISTOCRAT)

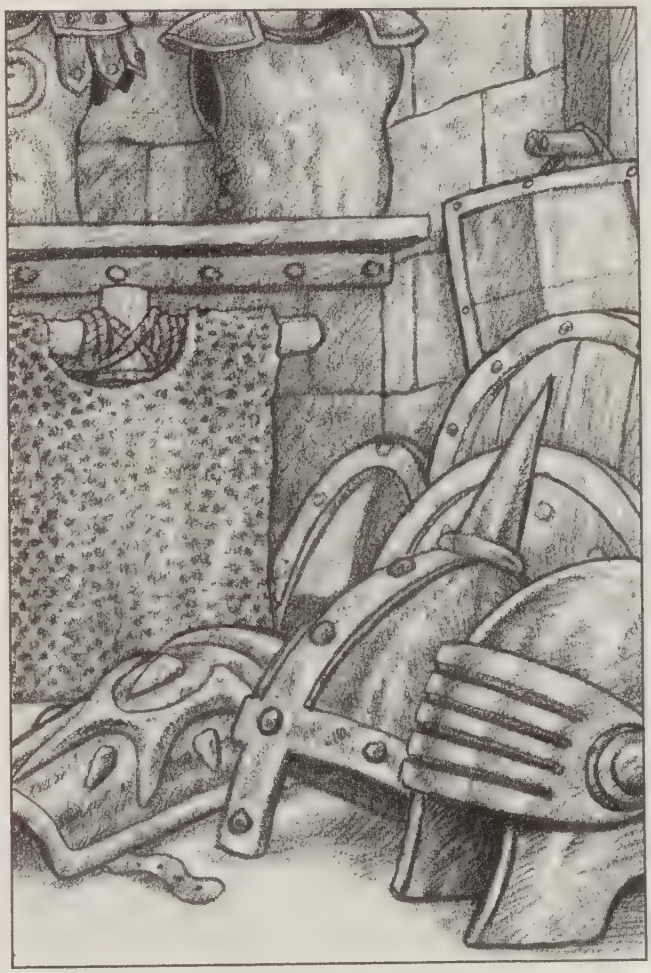
Undeniably, the gold crown (gc) is the ultimate form of commerce, outside of trade stuffs. Found within the homes of the rich (and sometimes *nouveau riche*) and guarded within the vaults of kings, counts and churches, these coins are not openly trafficked among the Lowborn. Most folk will go their entire lives without seeing a single gold crown (gc), as they are retained strictly for business dealings. However, crowns have been known to pass hands among mercenaries, given in tribute or as a result of plunder.

1 gold crown (1gc) equals 20 silver shillings (20ss)

1 gold crown (1gc) equals 240 brass pennies (240bp)

TRADING

The roads bustle with trade, but as common as caravans and peddlers are, commerce remains an uncertain, sometimes dangerous venture. The roads are rife with thieves, robbers, brigands and worse, and since it's far easier to make off with a box of coins than it is several bolts of linen, it is no wonder that peddlers and merchants much prefer to trade with stock goods, using coin to help supplement the difference. Those with but a pot to piss in will generally barter their services in exchange for goods they need. For example, a miller may set aside a few sacks of flour after grinding crops for a farmer, exchanging it later with a trapper for warm furs before winter comes.



Generally, brand-new goods and services are exchanged at a 1:1 ratio. This means that if a weaponsmith agrees to trade away a newly-forged dirk (which is worth 5ss) for a bolt of hemp (which is worth 6ss), they make a trade and get back 1ss in change. However, there may be times where the price of a commodity is worth significantly less (or even more). For instance, during a time of war, grain may hold a higher value than a wagon wheel. Similarly, the cost of arms may be significantly less if there's been an influx into a community after a war. The GM will ultimately arbitrate the real trade value of goods or services.

HAGGLING

If your Character has at least one Skill Rank in Bargain, you can attempt to haggle for a cheaper price for equipment. However, it is far easier to wheel and deal with those of the same Social Class. The GM will set the Difficulty Rating, based on any differences in Social Class, the rarity of the item and any other circumstances that may bode in your favor or work against you.

With a successful Bargain Test, you can increase the resale price for every 6 points of [FB]. However, if you generated a Critical Success, multiply your [FB] by three to determine how you increase the resale price by.

[FB] 1 to 6: purchase at 90% of listed price

[FB] 7 to 12: purchase at 80% of listed price

[FB] 13+: purchase at 70% of listed price

Failing a Bargain Test has no repercussions, but a Critically Failed one will result in the seller refusing to sell anything to you, until circumstances dictate otherwise.

SELLING SCAVENGED GOODS

If you are attempting to trade or resell a used good, its value is always equal to 50% of its listed price, unless you manage to haggle the price upwards.

With a successful Bargain Test, you can increase the resale price for every 6 points of [FB]. However, if you generated a Critical Success, multiply your [FB] by three to determine how you increase the resale value by:

[FB] 1 to 6: resell at 60% of listed price

[FB] 7 to 12: resell at 70% of listed price

[FB] 13+: resell at 80% of listed price

Failing a Bargain Test has no repercussions, but a Critically Failed one will result in the purchaser refusing to buy anything to you, until circumstances dictate otherwise.

WAGES

The tables below illustrate wages for daily work. For every Skill Rank in a Skill related to the job at-hand (which the GM will determine), it increases their pay by +10% cumulatively. If the Character has at least one Skill Rank, they are guaranteed at least a poor meal and cheap lodging by practicing their trade.

WAGES	PRICE	WAGES	PRICE
Animal Trainer	16bp	Lawyer	60bp
Apothecary	52bp	Leatherworker	24bp
Armorer	72bp	Lexicographer	52bp
Barber Surgeon	52bp	Locksmith	68bp
Bowyer	60bp	Mercenary	35bp
Cartographer	60bp	Metalsmith	64bp
Chandler	24bp	Miller	28bp
Charcoal Burner	24bp	Miner	4bp
Cook	12bp	Mortician	40bp
Courtesan	28bp	Perfumer	52bp
Draper	24bp	Physician	60bp
Executioner	100bp	Professional Bodyguard	80bp
Farmhand	2bp	Prostitute	2bp
Finesmith	52bp	Rat Catcher	24bp
Fisherman	8bp	Sage	68bp
Forester	32bp	Sailor	28bp
Glassblower	72bp	Scribe	44bp
Herald	64bp	Servant	2bp
Herder	3bp	Shipwright	52bp
Herdsman	2bp	Skinner	28bp
Hostler	36bp	Stevedore	2bp
Hunter	4bp	Stonemason	76bp
Iceman	24bp	Teamster	28bp
Initiate Priest	2bp	Tentmaker	32bp
Innkeep	24bp	Toymaker	52bp
Jester	2bp	Trapper	4bp
Judicial Bailiff	52bp	Turnkey	3bp
Laborer	3bp	Weaponsmith	44bp
Lantern Bearer	1bp	Woodcrafter	28bp

GENERAL SERVICES

There will be times where you'll need to hire someone to stitch up wounds, grease the palm of a doorman at a popular winesink, understand how much to tip an innkeep or even pay a street pimp or trollop to comfort your Character between the sheets. Most of these service fees are one-off and paid before services are rendered.

GENERAL SERVICES	PRICE	GENERAL SERVICES	PRICE
Alms for the poor as a Burgher	2bp	Fortune telling	4bp
Alms for the poor as a Lowborn	1bp	Lawyer's court appearance by day	1gc
Alms for the poor as an Aristocrat	3bp	Money lending by day	5%
Asylum or hospice stay per day	7ss	Physician's visit	9ss
Barber Surgeon's visit	3ss	Prostitute's company	4bp
Bribe a doorman	4bp	Shave and a hair cut	2bp
Bribe a guard	1gc	Shoe horse	5ss
Bridge toll by traveler	1bp	Spread rumors with rabble-rousers	8bp
Burial in a marked grave	7gc	Theatre performance	4bp
Burial in an ossuary	6ss	Tip a musician	2bp
Cheap tattoo	6bp	Tip a servant	1bp
City guide	4bp	Train a hunting dog or falcon	3gc
Courtesan's company per day	1gc	Train a horse	3gc
Currency exchange	5%	Translate document by the page	3ss
Distract beggars	11bp	Travel by cart per day	15ss
Draft legal contract or deed	1gc	Travel by overland coach per day	1gc
Draft legal will or oath of service	3gc	Travel by river per day	2ss
Embalming	20gc	Travel by sea per day	1gc
Entertainment by a minstrel	1ss	Travel by wagon train per day	1gc

WEAPONS

Weaponry is divided into two distinct categories: those you use up close (melee weapons) and those you use at Distances greater than one yard (ranged weapons). Within those two broad categories, weapons are further delineated by either being simple or martial types:

SIMPLE WEAPONS: Simple weapons are those which practically every farmer, servant or valet can pick up and use effectively. Most commonly, they are simple tools used around the farm or for industries like wood cutting and threshing grain. However, hunting bows, thrown javelins and point-and-shoot light crossbows also fall into this category. It is pretty much guaranteed that a Character can pick up a simple weapon to use to defend themselves – and kill when necessary.

MARTIAL WEAPONS: Martial weapons require specific training to use, requiring intense specialization to wield effectively. Most of these weapons are ones found on the battlefield, from the towering two-handed swords found in the hands of mercenary captains, massive war hammers wielded by battle priests and even the gunpowder weapons of state-sponsored troops, but not all are. For example, the duelist's court sword takes great training to wield with skill, but is rarely seen on the battle field. Using a martial weapon in a pinch can be incredibly difficult, requiring specific know-how to keep from harming yourself or others when wielded.

WEAPON QUALITIES

There are many different weapons you'll pick up, purchase and pilfer during your adventures, and no two are built alike. Each possess unique benefits and drawbacks, which are reflected in their Qualities. Many of these Qualities will directly refer to benefits from **Chapter 8: Combat**. However, as a general rule, if you are wielding any two weapons at once which confers the same Quality, you cannot take advantage of it twice; only account for it once, and only when held in-hand. All weapons possess unique combinations of Qualities:

ADAPTABLE: Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.

DEFENSIVE: Shields and weapons of this Quality add a +10 Base Chance to Parry.

ENTANGLING: Immediately after striking a foe, weapons of this Quality force a foe to Resist either a Chokehold or Takedown – you choose which. Additionally, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects.

FAST: Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.

FIERY: After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire (see **Chapter 9: Hazards & Healing**).

FINESSE: Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].

GUNPOWDER: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried. Finally, they explode on a face '1' or '6'.

MISCELLANEOUS QUALITIES

There are Magicks and combat abilities within the game that may confer these other Qualities to your weapons, armor and shields. Good craftsmanship, as an example, can make certain that your weapon can never be destroyed or broken, whereas a solid blow may render your armor useless.

CASTLE-FORGED: This Quality is typically conferred by the best craftsmanship, which you'll learn more about in this chapter. Armor, weapons and shields of this Quality cannot acquire the Ruined! Quality, outside of special exceptions by the GM. All Castle-forged trappings have an associated base cost of three times the listed price.

MAKER'S MARK: This Quality is conferred by the handiwork of Guild Masters. Weapons of this Quality gain a +5 Base Chance to strike. Armor of this Quality reduces its Encumbrance Value by 2 (to a minimum of 1). Shields of this Quality add a passive +1 to Damage Threshold Modifier. All Maker's Marked trappings have an associated base cost of six times the listed price.

RUINED!: The Ruined! Quality is conferred by specific Traits, Talents or other occasions where the GM may decide that the integrity of your armor, weapon or shield is in a state of disrepair. Armor of this Quality does not add to Damage Threshold. Shields of this Quality cannot be used to Parry. Weapons of this Quality suffer a -3 penalty to Total Damage. Fixing Ruined! trappings require an appropriate tradesman who can fix it, who must be paid six day's wage. Alternatively, if you can make a successful Tradecraft Test after six days of repair, you may fix it yourself. If already Ruined! trappings are once again Ruined! before they can be fixed, they are irrevocably destroyed. If you attempt to trade or sell Ruined! items, they have no value whatsoever.

IMMOLATE: After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.

INEFFECTIVE: Weapons of this Quality cannot deal Damage or inflict Injuries.

LIGHT: Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.

POWERFUL: Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.

PUMMELING: Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.

PUNISHING: Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional Action Point on this Turn. You'll learn more about Action Points and Fury Dice in **Chapter 8: Combat**.

REACH: Weapons of this Quality may strike a foe you're Engaged with or standing one yard away from outside of an Engagement. Additionally, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.

REPEATING: Ranged weapons of this Quality can be fired up to three times without having to spend Action Points to load.

SHRAPNEL: Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.

SLOW: Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.

THROWING: Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons.

VICIOUS: Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether you inflict an Injury upon a foe.

VOLATILE: When you Critically Fail an Attack Action or Perilous Stunt when using weapons of this Quality, roll a 1D6 Chaos Die. On a result of 1 to 5, the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, dealing 2D10+2 Damage from fire to you and destroying the weapon. This Damage cannot be Dodged, Parried or Resisted.

WEAK: Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.

WEAPON STATISTICS

Weapons are presented in the following format:

NAME: Every type of weapon possesses a proper name. Many weapons are known by different names (such as the dirk may also be called a *knife*, whereas a zweihänder may also be called a *two-handed sword*). However, you'll refer to its proper name when recording it on your Character sheet.

SKILL: Every weapon requires a specific Combat-based Skill to use it. These four Skills are Simple Melee, Martial Melee, Simple Ranged and Martial Ranged.

LOAD: Ranged weapons, which can be used at a Distance outside of one yard, requires its wielder to load it with ammunition before firing. Loading a weapon requires a certain number of Action Points. Loading can be a time-consuming process, taking more than your allotted time during a fight. You must complete the load action before using the weapon again and the action cannot be interrupted; meaning, you cannot halfway load a bolt onto a crossbow. If you are interrupted, you will need to take the loading action again, even if it carries between your Turns. More information about Action Points and loading can be found in **Chapter 8: Combat**.

HANDLING: Weapons are always used in either one or both hands. Providing you have use of both hands, you must carry two-handed weapons; most cannot be simply strapped to the back (without the approval of the GM). One-handed weapons are generally sheathed or hidden away.

DISTANCE: Melee weapons require you to be standing toe-to-toe or Engaged with an opponent. **Chapter 8: Combat** speaks more about what constitutes an engagement.

Ranged weapons are able to be used at distinct ranges between the Character firing it and their target. Distances are always expressed in yards, and are derived from [PB]. As an example, an arbalest crossbow has a Distance of 9+PB. This means that if you have a 4 [PB], you can fire this weapon at a Short Distance of one yard, up to 13 yards away (9+4). Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 13 yards, the Medium Distance is between 14 to 26 yards (13 x 2) and Long Distance is between 27 to 39 yards (13 x 3).

Attacks made with ranged weapons fired outside of the Short Distance are penalized by Difficulty Rating, which the GM will determine (and is further covered in **Chapter 8: Combat**).

QUALITIES: All weapons possess a combination of Qualities, as outlined above. A weapon's Quality, however, is only conferred when you are wielding it in your hands. Meaning, you cannot take advantage of a sabre's Defensive Quality if it's in a scabbard while you're wielding a stiletto.

TYPE: There are five specific subcategories which all weapons belong to: Bladed, Brawling, Crushing, Gunpowder and Missile. These Types are generally referred to by your Character's Talents and Traits.

ENCUMBRANCE VALUE: Weapons have very little Encumbrance, but just enough to make sure you're not walking around like a living armory. Encumbrance Values are added up to determine whether or not you're suffering from Overage. However, reasonable assumptions trumps mechanics. Just because you have a 14 Encumbrance Limit doesn't mean you can realistically haul around fourteen mortuary swords!

PRICE: This is how much the weapon normally costs. Prices may vary during wartime or periods when there are shortages in the area of iron, stone, leather, wood and the other types of trade goods used to craft weapons.

CONE, BURST & EXPLOSION TEMPLATES

Some weapons and Magick effect multiple targets at once. In these cases, refer to one of the Template types below:

CONE TEMPLATE: A Cone will extend straight in a 16 yard line from where you stand, 1 yard wide at its starting point and 5 yards wide at its end point. You can aim weapons and Magick, so that it can be used to affect only foes. However, you will need to succeed at an Awareness Test to not harm your allies.

BURST TEMPLATE: A Burst will radiate outwards in a circle with a diameter of 6 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Burst then takes effect. A Burst affects both allies and foe alike. Your GM will make the determination who is affected.

EXPLOSION TEMPLATE: An Explosion will radiate outwards in a circle with a diameter of 10 yards in all directions. Select a point of origin within sight – whether it is a creature, object, person or place – and the Explosion then takes effect. An Explosion affects both allies and foe alike. Your GM will make the determination who is affected.

Distinct barriers limit areas over which Templates takes effect. However, soft barriers such as clothing lines, trees, foliage and the like will not. The best rule of thumb to follow is that if the barrier totally prevents a Character's line of sight, it will limit the area of effect for the Template, reshaping it to meet the constraints of the space available. As an example, a blunderbus could be fired through a crate of bottles but not through a wooden palisade.

MELEE WEAPON DESCRIPTIONS

The following entries give general descriptions of all melee weapons. These weapons aren't necessarily portrayed in a historical light. Instead, they are simple accounts on how a weaponsmith might speak to a would-be warrior:

BARE-HANDED: You were born with two hands and feet, and (hopefully) will live with all of them intact. Real weapons are far more effective, but a cross to the jaw, roundhouse kick to the kidney or knee to the groin sometimes speaks louder than words alone.

BATTLE AXE: This weapon is vicious and heavy, often favored by dwarves and Berserkers. Overly-cumbersome, they're usually adorned with skulls – just for the hell of it.

BLACKJACK: This is nothing more than a glorified leather sack full of lead shot, or alternatively an officer's club. Generally, it's guaranteed to knock the sense into or out of anyone it is used against.

BULLWHIP: This is a common tool for ranchers and animal tamers; more intimidating than useful. Despite the fanciful stories Antiquarians have spun, it cannot hold your weight if used to swing across a chasm.

COURT SWORD: Fast and efficient, this blade is carried by both blue-bloods and dandies. Many are unsharpened, carried as status symbol by the latter (but just as dangerous as a poisoned word with the former). Beware ill words with the fop whose expertise in fencing may result in a duel to the death.

CUDGEL: Basically a large shillelagh, and that's roughly it. Found in abundance in any old growth forest or detritus pile on a farm, the good ones are bigger and studded at the end.

DIRK: Slender and sharp, this is used to either cut your meat or your enemy.

ESTOC: This needle-like sword is useless for slashing anything more than loose parchment. Its thrust, however, is deadly sharp.

FLANGED MACE: A metal version of the cudgel, it comes in a myriad of designs. Used by priests because they are 'gentler' than a blade, though many caved-in skulls rebuke this fact.

FIRE-HARDENED SPEAR: Often fashioned from a large branch and a broken piece of metal, it's heated to make it more robust. Not surprisingly, it's the favorite implement of outlanders and the desperate.

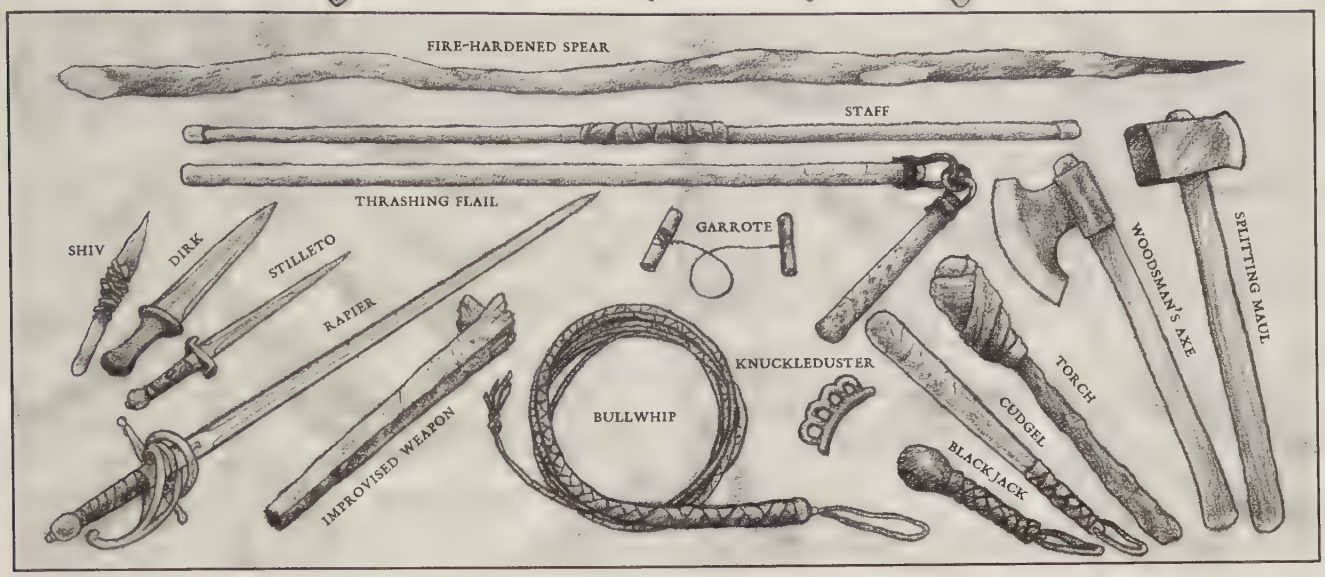
GARROTE: Often made from cat muscle or steel wire attached between two spools, this is an assassin's weapon. The skilled can put people to sleep permanently, whereas the unskilled will butcher the victim's neck in the process, to the sound of much gurgling and screaming.

IMPROVISED HAND WEAPON: These are weapons that shouldn't really be weapons. It could be an ale stein, a stool, pots and pans, a fire poker, a salted leg of pork; the list goes on. They are generally useful in bar scuffles and emergencies, laughable otherwise.

KNUCKLEDUSTER: The 'gentleman's friend' is for the more discerning brawler. It can be bought on the open market, but is often improvised from gloves stitched with weighty rings or even a few skeleton keys gripped between the fingers.

MAIN GAUCHE: Now this is a knife. Favored by swashbucklers and daredevils, they're wielded in an off-hand to parry blows.

MILITARY LANCE: Wrought of wood and metal, this spear is commonly used to tilt at windmills or at other knights. It can only be used one-handed while in the saddle.



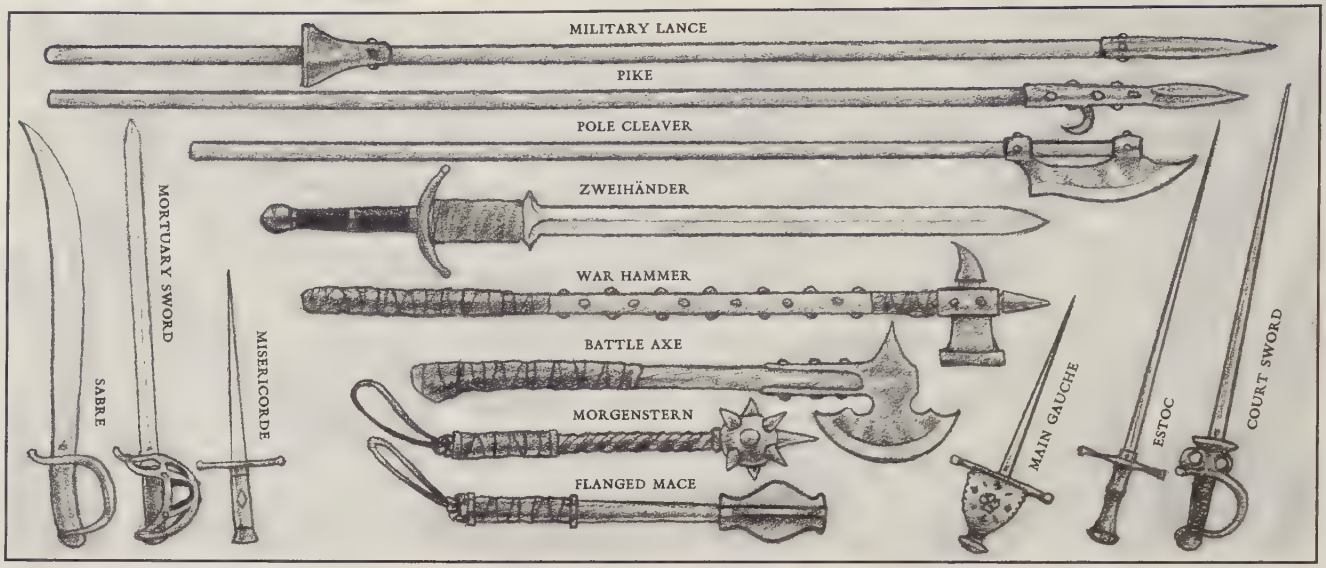
SIMPLE MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Bare-handed	0	One-handed	Engaged	Pummeling, Slow	Brawling	NONE	NONE
Blackjack	0	One-handed	Engaged	Powerful, Pummeling	Brawling	1	2ss
Bullwhip	0	One-handed	Engaged or 1 yard	Entangling, Ineffective, Reach	Brawling	1	5ss
Cudgel	0	One-handed	Engaged	Light, Powerful, Weak	Crushing	1	5ss
Dirk	0	One-handed	Engaged	Fast, Finesse, Light, Weak	Bladed	1	5ss
Fire-hardened spear	0	One or two-handed	Engaged or 1 yard	Adaptable, Reach, Weak	Bladed	2	7ss
Garrote	0	Two-handed	Engaged	Entangling, Fast, Ineffective	Brawling	1	2ss
Improvised hand weapon	0	One-handed	Engaged	Pummeling	Varies	1	Varies
Knuckleduster	0	One-handed	Engaged	Fast, Pummeling	Brawling	1	7ss
Rapier	0	One-handed	Engaged	Fast, Finesse, Weak	Bladed	1	5gc
Shiv	0	One-handed	Engaged	Fast, Weak	Bladed	1	2ss
Splitting maul	0	Two-handed	Engaged	Slow, Weak	Bladed	3	4ss
Staff	0	One or two-handed	Engaged	Adaptable, Defensive, Pummeling	Crushing	2	1ss
Stiletto	0	One-handed	Engaged	Fast, Vicious, Weak	Bladed	1	1gc
Threshing flail	0	One or two-handed	Engaged	Adaptable, Weak	Crushing	2	1ss
Torch	0	One-handed	Engaged	Immolate, Ineffective, Slow	NONE	1	3bp
Woodsman's axe	0	One or two-handed	Engaged	Adaptable, Slow, Weak	Bladed	2	4ss

MISERICORDE: This ancient word translates into mercy blade, used commonly to grant swift death to fatally-wounded knights. It grants a swift death to peasants, too.

MORGENSTERN: This is a round-headed club, dotted with small barbs and tipped with a stout iron spike. Viscera has a tendency to stick to its barbs in a most gruesome fashion. Morgenstern are never topped with rattling chains affixed to iron spheres; those are weapons of pure fantasy or historic ignorance.

MORTUARY SWORD: The most common weapon for explorers, it is useful and evokes little fuss. Not surprisingly, it tends to cleave violently – thus its namesake.

PIKE: A very long, hard stick – making it the weapon of choice for any imperial army which fields great phalanxes of pike men. Its conical iron spearhead is purposefully reinforced with 'cheeks' along the flange of the shaft. Folk oftentimes say 'the bigger the pike, the smaller the you-know-what'.



MARTIAL MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Battle axe	0	One or two-handed	Engaged	Adaptable, Slow	Bladed	2	2gc
Court sword	0	One-handed	Engaged	Fast, Finesse	Bladed	1	7gc
Estoc	0	One or two-handed	Engaged	Adaptable, Finesse	Bladed	2	7gc
Flanged mace	0	One-handed	Engaged	Powerful	Crushing	1	5gc
Main gauche	0	One-handed	Engaged	Defensive, Finesse, Weak	Bladed	1	1gc
Military lance	0	One or two-handed	Engaged or 1 yard	Powerful, Reach, Vicious	Bladed	3	1gc
Misericorde	0	One-handed	Engaged	Fast, Finesse	Bladed	1	2gc
Morgenstern	0	One or two-handed	Engaged	Adaptable, Powerful, Vicious	Crushing	2	5gc
Mortuary sword	0	One-handed	Engaged	Vicious	Bladed	1	10gc
Pike	0	Two-handed	Engaged or 1 yard	Finesse, Reach	Bladed	3	1gc
Pole cleaver	0	Two-handed	Engaged or 1 yard	Reach	Bladed	3	4gc
Sabre	0	One-handed	Engaged	Defensive	Bladed	1	6gc
War hammer	0	Two-handed	Engaged	Powerful, Slow	Crushing	3	5gc
Zweihänder	0	Two-handed	Engaged or 1 yard	Punishing, Reach, Slow	Bladed	3	12gc

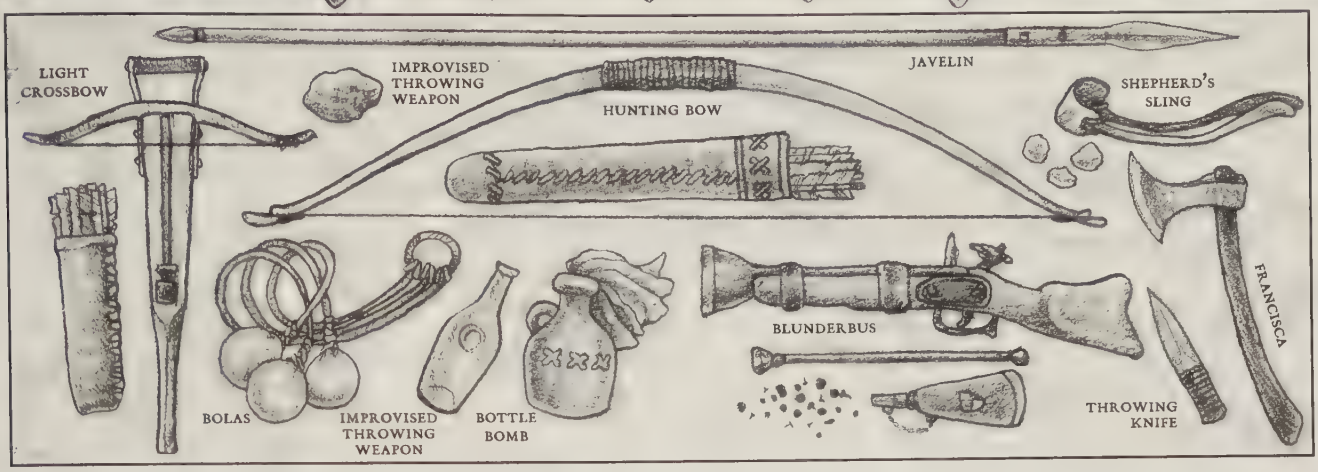
POLE CLEAVER: A very long stick with an axe on the end. It's far more intimidating than a pike, but less embarrassing than a mere butcher's cleaver. Soldiers often partake in 'Gygaxian musings' over the vast array of pole arms that dominate weapon racks – in which the pole cleaver is called by a variety of names.

RAPIER: Not to be confused with the fanciful court sword, this is the standard weapon of civilians. It's a deadly tool in the proper hands, but little more than an unwieldy sharp crowbar for the inept.

SABRE: Arm of choice for both cavalry and to give airs that you know what you're doing. Many Veterans hang their sabre in honor of the blood and sanity they shed for whatever nameless count marched them off to war.

SHIV: A sliver of metal or broken piece of glass wrapped in leather, it has made the difference between life or death for both the imprisoned and the desperate.

SPLITTING MAUL: Both a carpenter's and a mason's tool, it's one-part axe and one-part hammer. Verily, an easy choice for rioting peasants or an adventurer who is short on money but efficient with scavenged farming tools.



SIMPLE RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Blunderbus	4 AP	Two-handed	3+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	3	13gc
Bolas	1 AP	One-handed	1+[PB] yards	Entangling, Ineffective, Throwing	Missile	1	2ss
Bottle bomb	1 AP	One-handed	1+[PB] yards	Fiery, Ineffective, Throwing, Volatile	NONE	1	12ss
Francisca	1 AP	One-handed	1+[PB] yards	Throwing, Weak	Missile	1	2gc
Hunting bow	1 AP	Two-handed	9+[PB] yards	Finesse, Weak	Missile	3	4gc
Improvised throwing weapon	1 AP	One-handed	1+[PB] yards	Pummeling, Slow, Throwing	Missile	1	Varies
Javelin	1 AP	One-handed	3+[PB] yards	Throwing, Weak	Missile	1	6ss
Light crossbow	2 AP	Two-handed	6+[PB] yards	Fast, Punishing, Weak	Missile	3	3gc
Shepherd's sling	1 AP	One-handed	3+[PB] yards	Fast, Throwing, Weak	Missile	1	2ss
Throwing knife	1 AP	One-handed	1+[PB] yards	Fast, Finesse, Throwing, Weak	Missile	1	1gc

STAFF: Mostly used as walking sticks by the scholarly and elderly, travelers swear by it (particularly ten-foot long poles). Proper ones are beautifully designed and weighted, while poor ones are simply gnarled tree limbs.

STILETTO: Another weapon favored by the assassin, it's concealable and designed for quick stabbing thrusts. An intended victim can bleed like a stuck pig if this weapon is thrust in the right way.

THRESHING FLAIL: As a farmer's tool, it's used to separate grain from husks. In other hands, it can be used to bash about raiders who steal farming supplies or foolish lords that demand too much grain. Although it possesses a long reach, it looks rather foolish when whirled around above the head.

TORCH: Swabbed in oil and rough cloth, torches are oftentimes used by peasants and witch hunters to burn cruel lords and heretics. Rarely are torches employed otherwise, unless one is so inclined to descend into a tomb to rob it.

WAR HAMMER: The trademark weapon of your favorite Uncle Siggy. Big, laborious, terrifying: much like its wielders. This hammer was crafted for war, not driving nails.

WOODSMAN'S AXE: Perfect for felling trees, splitting logs and dismembering raiders, the axe is the perfunctory tool of foresters. Sometimes, they are edged with silver in case of attack by the supernatural.

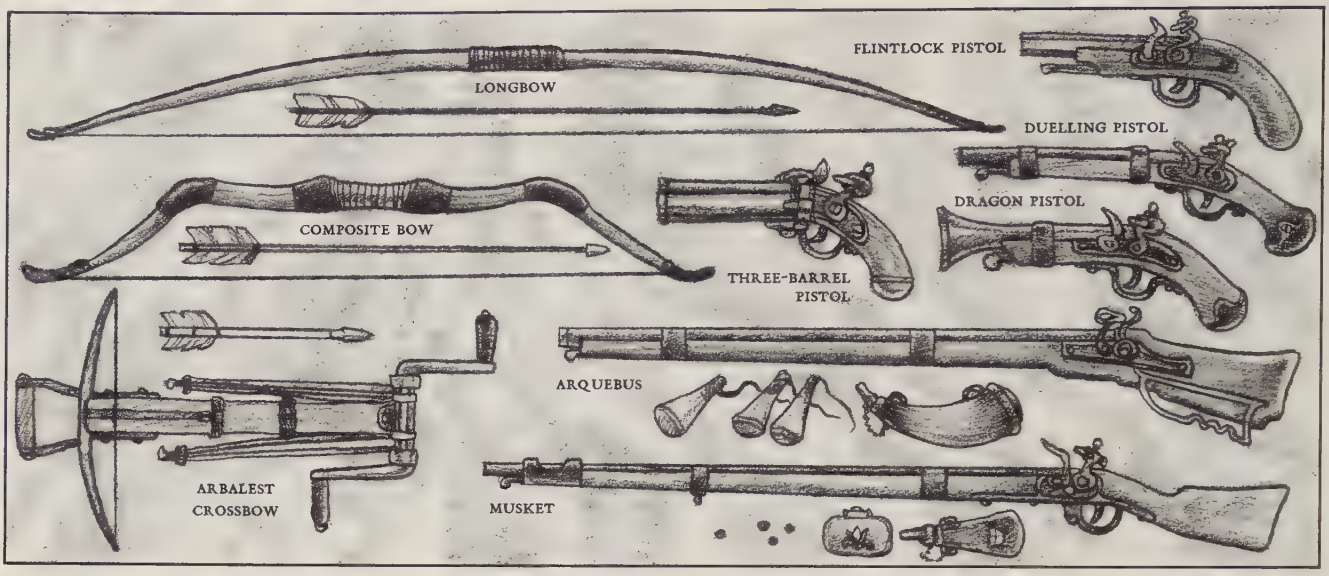
ZWEIHÄNDER: Sometimes, it is called a bastard sword (mostly because you will be cursing whoever wields it). Other times, it's called a great sword (partially because it requires wide berth to swing it). However, it is far more efficient and wieldy than its predecessor, the ubiquitous war hammer.

RANGED WEAPON DESCRIPTIONS

The following entries give general descriptions of all ranged weapons. These are the most common names used, although mileage may vary, depending on what region you're from:

ARQUEBUS: This long-range matchlock gun is the predecessor to the far-superior musket. Arquebuses are notoriously unreliable and useless when its raining, as the fuse is invariably snuffed out.

ARBALEST CROSSBOW: Wound by hand and cranequin-driven, the bolt unleashed by this weapon can decapitate



MARTIAL RANGED WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ENC. VALUE	PRICE
Arbalest crossbow	2 AP	Two-handed	9+[PB] yards	Fast, Punishing	Missile	3	5gc
Arquebus	4 AP	Two-handed	6+[PB] yards	Gunpowder, Volatile	Gunpowder	3	33gc
Composite bow	2 AP	Two-handed	12+[PB] yards	Fast, Finesse	Missile	3	7gc
Dragon pistol	4 AP	One-handed	1+[PB] yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	2	40gc
Dueling pistol	3 AP	One-handed	3+[PB] yards	Gunpowder	Gunpowder	2	50gc
Flintlock pistol	3 AP	One-handed	3+[PB] yards	Gunpowder, Volatile	Gunpowder	2	20gc
Longbow	1 AP	Two-handed	12+[PB] yards	Finesse	Missile	3	5gc
Musket	4 AP	Two-handed	9+[PB] yards	Gunpowder	Gunpowder	3	67gc
Three-barrel pistol	4 AP	One-handed	3+[PB] yards	Gunpowder, Repeating, Volatile	Gunpowder	2	83gc

nearly anything at a pace of a few yards. Any further, and it produces merely a bloody ruin.

BLUNDERBUS: This wheellock hand cannon is stuffed with blackpowder, boot nails and pebbles – for when you absolutely, positively, have to kill everyone in the room? Accept no substitute.

BOLAS: Useful for capturing dogs or prey on the run; both despicable curs.

BOTTLE BOMB: Generally sparked by a demagogue's fiery rhetoric, this rudimentary incendiary sets its enemies aflame upon contact.

COMPOSITE BOW: Used in militias for its great range, they're entirely worthless in any close encounter… which is why archers always carry a backup knife.

DRAGON PISTOL: This wheellock scattergun is used for kicking arse and chewing tobacco – especially when you are all out of tobacco.

DUELING PISTOL: Ostentatious and unusually decorated, these flintlock pistols are deadly quick. A true 'gentleman's' weapon, if there ever was one to be named.

FLINTLOCK PISTOL: Much like the arquebus, these pistols are inefficient when firing in bad weather. However, it is the mainstay weapon of choice for highwaymen and soldiers of fortune.

FRANCISCA: A balanced throwing axe, it's good for splitting pumpkins or noggins at range. Strangely, both make similar sounds when struck.

HUNTING BOW: Lightweight and easy to wield, these bows are favored by forest stalkers. They have a strong pull, but not strong enough to split an arrow in twain.

IMPROVISED THROWING WEAPON: Bottles of beer, a brass pitcher, a sizable rock, a lead plate or even a pair of boots are all serviceable enough to be flung. Mostly, they serve as a minor annoyance.

JAVELIN: Used both in sport and murder, these short spears are carried by the half dozen. The range it can be thrown is a point of pride on both fields.

LIGHT CROSSBOW: These are lighter versions of the arbalest, their strings hand-drawn by a crank. They're typically used as weaponry for peasant militias, or as playthings for lordly children too nearsighted or clumsy to draw a bowstring.

LONGBOW: Used by scouts and raiders, these great bows as tall as a man are the cause of many a death at archers' hands. The mere length of the arrows they fire is enough to put a well-hung Ogre to shame.

MUSKET: Incredibly expensive, this percussion cap gun is intimidating enough that it doesn't really matter whether you load it or not. Deadly accuracy and reliability make them the best of class among gunpowder weapons.

SHEPHERD'S SLING: Used to deter wolves from flocks of sheep, they can be used to fell the greatest of goliaths if slung correctly.

THREE-BARREL PISTOL: Although considered to be the king of all pistols, they are inaccurate and make an incredibly intimidating explosive sound when fired. Given the amount of gunpowder stuffed into the three barrels, it is no wonder that they're notorious for exploding in the wielder's hand.

THROWING KNIFE: This small blade is the staple of vagabonds and cut throats. Well-balanced ones can be juggled and pierce any thrown apple… often to reluctant applause.

ARMOR

It takes far more than physical fortitude to protect oneself against the risk of death. A harness of plate or a coat of mail bridges the gap between those who have little combat know-how and those who're combat-ready. While some elect not to wear armor (a penchant perhaps of half-naked Dwarf Slayers), it is always wise to wear some sort of protection – regardless of whether you're a simple fop or a political mastermind.

ARMOR QUALITIES

Much like weapons, armor possesses specific Qualities. However, not all armor has Qualities associated with it:

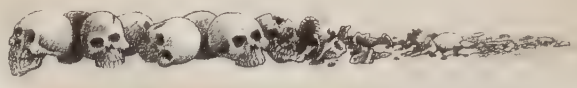
DANGEROUS: Clothing or armor of this Quality cannot adequately protect you from harm. Should you suffer an Injury during this time without wearing a suit of armor, you begin to Bleed (as mentioned in **Chapter 8: Combat**).

HEAVY: Armor of this Quality prohibits the use of the Incantation Skill to cast Magick and Coordination in order to Dodge attacks.

NATURAL: Armor of this Quality adds a +10 Base Chance to Dodge attacks.

ILL-FITTED/USED ARMOR

When armor is stripped off a foe, it is rarely fits its new owner. Until properly retrofitted, a new wearer must double their new armor's Encumbrance Value when worn. In order for it to fit right, an appropriate tradesman must retrofit it, paid one day's wage for the service. Alternatively, a Character can spend one hour using trade tools to retrofit it with a successful Tradecraft Test. In cases where Characters sharing armor are of the same build and Ancestry (as indicated in **Chapter 3: Character Creation**), no adjustment is necessary.



ARMOR STATISTICS

The benefits and drawbacks armor gives to its wearer is as follows:

NAME: Every type of armor possesses a proper name. Some of these names may be perceived differently by other cultures (brigandine may be called studded, for instance).

DAMAGE THRESHOLD MODIFIER: Armor works in conjunction with your [BB], softening the blows that you take. Each type of armor has a specific Damage Threshold Modifier value, which you add to your [BB] to determine total Damage Threshold. This means that if you are wearing quilted armor (Damage Threshold Modifier of 1) and have a [BB] of 3, your total Damage Threshold is 4 (1+3). Wearing multiple sets of armor (otherwise 'stacking') has no effect whatsoever, asides your Character taking on more Encumbrance Value! Note that if you remove armor, your Damage Threshold drops.

> Leopold Coventry is Lightly Wounded and has a Damage Threshold of 12 (10 from his [BB] and 2 from the leather he's wearing). He doffs his armor before laying down to sleep, which reduces his Damage Threshold to 10.

QUALITIES: Akin to weapons, armor can also possess Qualities. Refer to the Qualities above to understand their effect.

ENCUMBRANCE VALUE: Not surprisingly, armor is relatively awkward to tote around on your body. It's not necessarily heavy *per se*, however different types of armor can be cumbersome, making it difficult to move and react. As stated before, Encumbrance Values are added up to determine whether or not you're suffering from Overage.

PRICE: This is how much armor normally costs. Prices may vary during wartime or periods when there are shortages in

the area of iron, stone, leather, wood and the other types of trade goods used to craft armor.

ARMOR DESCRIPTIONS

The following entries give general descriptions of each type of armor. Note that the descriptions do not aim for true historical 'accuracy', but reflect how Characters would perceive these armors in a grim & perilous world.

CLOTHING: Unfortunately, this is nothing more than the attire you're wearing and the skin on your back. Obviously not very good for deflecting anything other than a scrape from a fall, but it keeps your organs and blood inside where it belongs – you can't fault it for that.

If you are wearing any other sort of armor over your clothing (which your Character likely is), you ignore both its Dangerous and Natural Qualities.

FUR OR HIDE: Made from heavy skins, often bear or wolves pelts, this armor is common in colder climes. Most of its protection comes from the sheer amount of hair and layering of furs, though the skin is tanned beneath.

QUILTED: Cheap and easy to move around in, this is standard equipment for penny-poor soldiers. Those who die wearing this armor often look like gutted rag dolls.

LEATHER: This is the standard issue armor for well-paid mercenaries. The leather type depends on the location: most of it is boiled and hardened cowhide, but sets made from sharkskin on the coast or lizardhide in the deep south are not uncommon.

BRIGANDINE: Cloth on the outside, metal plates on the inside. Worn often by travelling lords, this otherwise studded or banded leather offers protection whilst reflecting the latest of fashion. It's by far the best set of armor you can wear without feeling like an overturned tortoise. Oftentimes, this armor is accompanied by a codpiece shaped into a grinning moon-like face.

BARDED ANIMALS

Most creatures ridden into battle already have horse tack and saddle. War destriers and other types of cavalry horses may be equipped with a type of armor called barding. In these cases, add the Damage Threshold Modifier to the Damage Threshold found in **Chapter 12: Bestiary**. In order to determine cost, take the normal armor prices and multiply it by three times.

MAIL: Made of interlocking metal rings, mail (mistakenly called chain mail by the untested) is worn under the military coat of high-ranking officials to provide sleek protection. It slinks like a pocket of coins when worn, but definitely life-saving on the battlefield.

MUNITIONS PLATE: This is none other than second-hand plate armor used to outfit state-sponsored soldiers in a hurry. Although it only covers the torso and upper limbs, it is still the best armor you can get if you weren't born with a silver spoon in your mouth. It tends to rattle terribly when running and grates annoyingly when walking.

FULL PLATE: Expensive and clunky, it covers the entire body from toe to crown. It generally requires help to don and doff, and unfortunately can only be worn for short periods of time because it is so uncomfortable. It is often found gathering dust in alcoves of mansions or harnessed to knights that demand an impeccable appearance.

ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITIES	ENC. VALUE	PRICE
Clothing	0	Dangerous, Natural	0	Varies
Fur or Hide	1	NONE	3	6gc
Quilted	1	NONE	2	11gc
Leather	2	NONE	3	20gc
Brigandine	3	NONE	4	33gc
Mail	4	Heavy	5	65gc
Munitions Plate	5	Heavy	6	88gc
Full Plate	6	Heavy	7	179gc

SHIELDS

Used to block arrows and bash enemies about, a shield can mean the difference between life or death. A shield is primarily used to protect its wielder from ranged attacks, but some can be interspersed between melee attacks (which you'll learn more about in **Chapter 8: Combat**).

SHIELD QUALITIES

Much like weapons, shields possess specific Qualities:

DEFENSIVE: Shields and weapons of this Quality add a +10 Base Chance to Parry.

LIGHT: Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.

PROTECTIVE: Shields of this Quality may be used to Parry any Attack Action made with a ranged weapon.

SHIELD STATISTICS

The benefits and drawbacks shields gives to its wearer is as follows:

NAME: Every type of shield possesses a proper name. These names are purposefully abstract: a buckler is generally either a lantern or target type of shield, a wooden shield may potentially be construed as being a round shield or a kite type of shield and a metal shield could be a heater or tower type of shield. However, you'll refer to its proper name whenever recording it on your Character sheet.

HANDLING: Unless otherwise noted in other supplements, a shield is always held in one hand (and considered to be an improvised hand weapon if used to strike with).

QUALITIES: Akin to weapons, shields can also possess Qualities. Refer to the Qualities table above to understand their effect.

ENCUMBRANCE VALUE: Overall, shields are relatively easy to carry around. However, when their Encumbrance Value is added to armor, weapons and other sundries, it can create Overage.

PRICE: This is how much shields normally costs. Prices may vary during wartime or even if there are shortages in the area for metal, leather, fur and other types of trade goods used to craft shields.

SHIELD DESCRIPTIONS

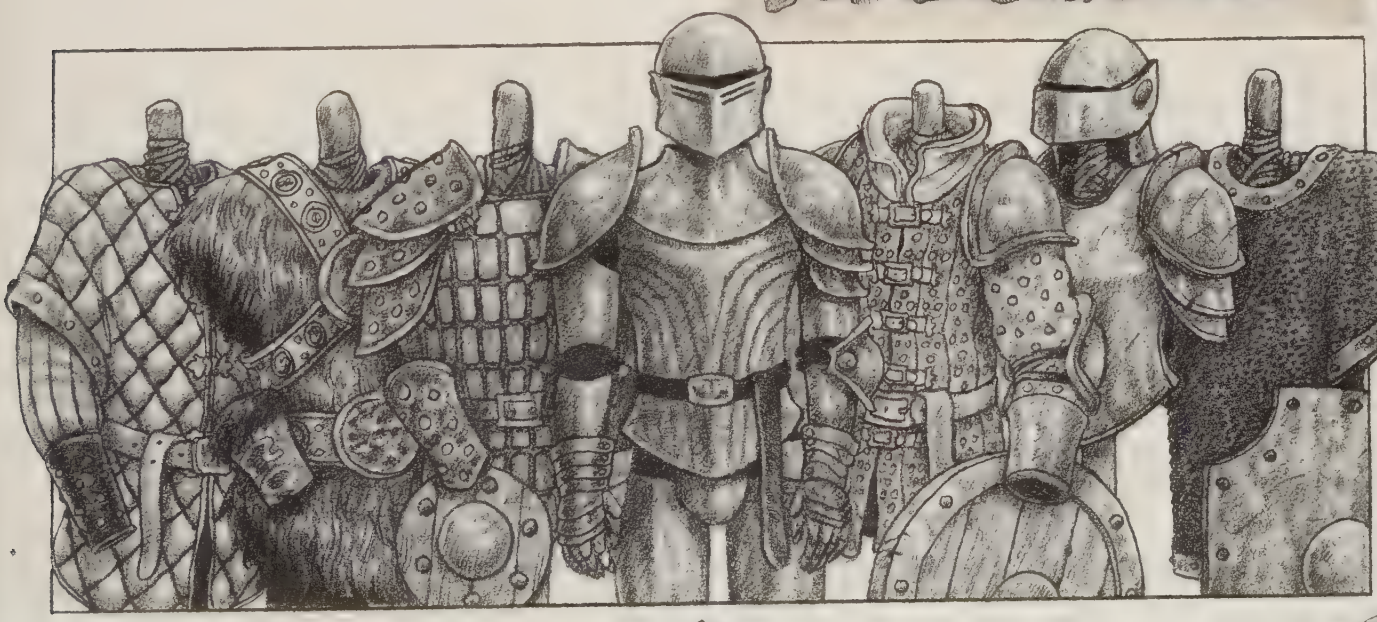
The following entries give general descriptions of each type of armor. Despite their glib description, it should be clear that a shield is important to carry if attempting to avoid being struck by missiles in flight.

BUCKLER: This hand-held shield is generally no broader than a dinner plate. Often used in training and duels, it's entirely useless against anything larger than a training sword. You can use it to block arrows if you have the reflexes of a cat.

ABSTRACTED ENCUMBRANCE

Some role-playing games use distinct weight values that players must track. Not so in **ZWEIHÄNDER**. This sort of distinct bookkeeping is unnecessary and bogs down gameplay. The GM will use their best judgement as to how much equipment is 'too much'. Your Encumbrance Limit should generally take under consideration the weight of weapons, armor and shields. However, reasonable assumptions always trump basic rules. Although a suit of brigandine armor has a 4 Encumbrance Value doesn't mean that you may carry around two or more suits of armor if you have a high Encumbrance Limit. The same goes for something as absurd as a ladder; just because your Encumbrance Limit is 12, it doesn't mean you can comfortably haul it around. A GM will likely rule that you're maxed out on Encumbrance Limits, making it an act of absurdity to carry one into a fight.

Larger items will have an Encumbrance Value of between 1 and 100, which is assigned by the GM. However, in cases where your Character is hauling around smaller items, assume that a total of nine small items of the same or mixed type have 1 Encumbrance Value. This means that 5 ampules of quicksilver, 8 bandages and 4 arrows would have a total Encumbrance Value of 1 (5+8+4=17). However, if you added one additional arrow to the mix, the total Encumbrance Value would be 2 instead (5+8+4+1=18). For purposes of tracking coins, 1,000 of any type have an Encumbrance Value of 1.



WOODEN SHIELD: These shields are bought and painted beautifully, though among poorer soldiers they're simply barrel lids or rotted, reappropriated oak doors. It actually provides a solid amount of defense – as long as they are not splintered or set ablaze.

METAL SHIELD: Sturdy and able to actually deflect blows instead of absorb them, many of these metal-rimmed escutcheons are dented and rusted from use. In a pinch, it can also be used to bash someone's' face in.

SHIELDS	HANDLING	QUALITIES	ENC. VALUE	PRICE
Buckler	One-handed	Defensive	1	1gc
Wooden shield	One-handed	Defensive, Light	1	2gc
Metal shield	One-handed	Defensive, Protective	2	3gc

WAR MACHINES

ZWEIHÄNDER is a game that rarely focuses on large-scale siege warfare; instead it mostly concentrates on the personal trials of adventuring parties. Characters will undo the machinations of political rivals, plunder lost ruins, stake out new tracts of land among the vast wilderness and involve themselves into localized conflicts where yes – sometimes, the sword is indeed mightier than the pen. However, there may come a time when siege weaponry is at the forefront. One instance may be an entire WAAAR! Horde is holding an entire town hostage at its gates with a cannon. Another example might be if an Anarchist and her loyalists stole atop a tower, threatening to assassinate a local count and his entire coterie of knights with a stone hurler.

WAR MACHINE QUALITIES

Much like weapons, war machines possess a few unique Qualities:

ARTILLERY: Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.

SIEGE: Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflicts a Grievous Injury whenever a target suffers Damage.

SMOKE: Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike (as handled by the GM).

WAR MACHINE STATISTICS

All war machines possess unique statistics. Unlike regular melee or ranged weapons, they are handled very differently.

SKILL: All war machines require the use of Warfare to operate. The chance to strike is derived from the crew's highest Warfare value. However, whenever firing a war machine, they gain the benefits of one Assist Die.

CREW: War machines require the attentions of many people to appropriately handle it. Some focus on assessing distance, a few others on positioning it and a crew leader to either pull the lever or light the fuse when the time is right.

LOAD TIME: Unlike other ranged weapons, all war machines require not only a crew to man it, but also to Load it. Load times are expressed in minutes, instead of Action Points. Whenever Loading, it is assumed that the crew are using 3 Action Points to operate it.

DISTANCE: War machines are able to be used at distinct ranges between the Character firing it and their target. Distances are always expressed in yards, multiplied by the crew's highest [PB]. As an example, a cannon has a Distance of 9 x PB. This means that if the highest crew member's [PB] is 8, you can fire this weapon at a Short Distance of up to 72 yards. Medium Distance is equal to Short Distance times two and Long Distance is equal to Short Distance times three. So, if the aforementioned Short Distance is 72 yards, the Medium Distance is between 73 and 144 yards (72 x 2) and Long Distance is between 145 and 216 yards (72 x 3).

Attacks made from ranged weapons fired outside of the Short Distance are penalized by additional Difficulty Rating, which you'll make the call on as outlined in **Chapter 8: Combat**.

WAR MACHINES	CREW	LOAD TIME	DISTANCE	DAMAGE	QUALITIES	TYPE	PRICE
Bolt thrower	3	9 minutes	6 x [PB] yards	6D6+[PB]	Artillery, Shrapnel	Missile	317gc
Cannon	6	12 minutes	9 x [PB] yards	12D6+[PB]	Artillery, Fiery, Gunpowder, Shrapnel	Gunpowder	952gc
Stone hurler	9	15 minutes	12 x [PB] yards	9D6+[PB]	Artillery, Siege, Smoke	Crushing	634gc

DAMAGE: War machine Damage is expressed using a number of 1D6 Fury Dice added to [PB]. Damage is always derived from highest [PB] of the crew that's manning the war machine.

QUALITIES: War machines possess a combination of Qualities, as outlined above.

TYPE: There are three specific subcategories which all war machines belong to: Crushing, Gunpowder and Missile. These Types are generally referred to by your Character's Talents and Traits, but in this case may confer additional bonuses in a future supplement for **ZWEIHÄNDER**.

PRICE: Although these prices are normally prohibitive to run-of-the-mill Characters, it can infer the immense cost that a settlement must incur in order to build a war machine.

WAR MACHINE DESCRIPTIONS

There are a large host of war machines in a grim & perilous world. We have chosen to cover the three that are most commonly fielded by armies and fortifications.

BOLT THROWER: Sometimes called a ballista or a scorpion, bolt throwers are perilous weapons designed to fire massive spears with great force. These war machines are very common, primarily used as an anti-personnel weapon. Likened to oversized crossbows, they are the favored weapon of many soldiers given their ease of use. Although most bolt throwers are designed to be carted around by oxen, some are affixed to the walls of castles. They see little use, given that the mere threat of being struck by a bolt thrower is enough to frighten off would-be attackers. The concussive force that a bolt thrower's missile carries is enough to skewer any horseman (and their horse) to the ground, and easily split a war wagon or defensive carriage with but a single shot.

Bolt throwers are generally shod of wood, with massive iron springs and heavy horsehair filaments wound together to make the bowstring. Several winches work together to create great torsion, however in the rain these winches are notoriously unreliable. Many soldiers have lost a hand trying to load a spear into the slider.

CANNON: The development of the cannon promotes a distinct change in how warfare is fought. Unlike their bolt thrower cousins, cannons are generally affixed permanently to the ground, for the shock waves they send after firing can be enough to knock its entire crew flat on their arses. Although cannons vary in size and shape, all are built upon the same principles: stuff as much gunpowder into the breach, ram a stone or metal ball or shrapnel down the muzzle and stand as far away as you can with the match when lighting the fuse. Afterwards, take cover, because cannons (much like other gunpowder weapons) are notoriously unreliable. Many parts of the cannon are handsomely designed, with reinforced rings made from brass. They melt red hot with every shot, cooling afterwards as crewmen toss buckets of water over the cannon to load it again. Unfortunately, even the finest of siege crafters have yet to figure out how to keep these rings from breaking.

Cannons are always decorated to look akin to monsters from folklore, with engravings inlaid around the muzzle with an affectionate name. Liken to pets, all cannons are named by their crewmen. Popular cannons such as **Gutbucket** and **Hell's Trumpet** have great renown, being treated almost like 'heroes of folklore' and having a fearsome reputation on the battlefield.

STONE HURLER: Stone hurlers are designed to toss or lob anything from stones to pots of explosive gunpowder through the air into the midst of an army. Those powered by torsion mechanics are called catapults, regarded to be the most reliable of war machines. Those affixed with massive counterweights are called trebuchets, and generally use church bells or even statues sacked from enemy cities to balance the throwing arm. Stone hurlers are rarely carted on wheels. Instead, trees are taken down along the edge of enemy lines and hurriedly assembled by shell-shocked craftsmen to erect them. With the advent of the cannon and improvements of the bolt thrower, stone hurlers have widely fallen out of favor.

The larger the throwing arm, the bigger the payload. Armies sometimes resort to filling a stone hurler's bucket with corpses – mostly of horses, but sometimes men – and slinging them over enemy lines, in hope of spreading disease and breaking morale. Live cattle, broken barricades and even rotten cabbages mixed in with pebbles have also served the same purpose.

AMMUNITION

This section covers the myriad of ammunition types ranged weapons require. Use common sense when trying to apply the correct ammunition to the weapon.

AMMUNITION	PRICE
Arrow	1ss
Crossbow bolt	2ss
Gunpowder & shot	3ss
Sling stone	1bp

ANIMALS & VEHICLES

In domesticating both animals and beasts of burden, mankind has eased numerous tasks that would otherwise lengthen the time to do them or simply prove impossible. Beasts of burden and modern vehicles work farms and carry heavy loads, whilst others are used to travel great distances or distances at speed, as are carriages, coaches, carts and boats. Many animals are raised for their produce or used for hunting, whilst others are ridden for sport or kept for decoration and prestige. Here is listed a great range of things: the cost of a pet kitten fit for ritualized killing, the price to repair a broken axle on the trail and even the luxurious expense of a two-masted pleasure barge.

ANIMALS & VEHICLES	PRICE	ANIMALS & VEHICLES	PRICE
Axle replacement	1gc	Kitten	2bp
Barrow cart	2gc	Lamb	1gc
Calf	11gc	Large covered wagon or stagecoach	75gc
Chariot	20gc	Longship	1996gc
Chicken	4bp	Merchant coaster or knorr	833gc
Cow	17gc	Oxen	23gc
Dog sled	4gc	Palanquin	5gc
Drakkar or galley warship	3125gc	Pig	1gc
Duck	3bp	Raft	20gc
Falcon	3gc	River barge	210gc
Fancy coach	333gc	Rowboat	30gc
Fishing boat or skiff	200gc	Sheep	3gc
Goose	8bp	Small but vicious dog	4gc
Horse (courser)	287gc	Snow sled	5ss
Horse (dray)	21gc	Three-masted cog	6250gc
Horse (destrier)	952gc	Two wheeled cart	23gc
Horse (palfrey)	90gc	Two-masted cog	4167gc
Horse (rouncey)	100gc	Wheel replacement	3gc
Hunting dog	8gc	Wheel with iron rims replacement	5gc

BLACK MARKET GOODS

Back alley hustlers and fences sell a bevy of goods… but only to trusted customers. You have to be vouched for, if you don't already belong to a network of blackguards, killers or thieves. Some are simply fencing stolen goods or ordinary goods to avoid paying tax, but others are selling illicit items. Procuring opiates and other drugs can be done if you grease the palm of the local dealer. Not only can you buy a dram or two of poison, but you can also source rarer pastes, used to kill everything from beast to animal, from man to even horrors from beyond.

BLACK MARKET GOODS	PRICE
Animalbane by the dose	3gc
Beastbane by the dose	3gc
Black lotus by the dose	2gc
Blackroot by the dose	3gc
Demonbane by the dose	3gc
Folkbane by the dose	3gc
Graveroot by the dose	3gc
Lockpicks	4gc
Red cap mushroom by the dose	13ss
Scorpion venom by the dose	1gc
Snake venom by the dose	2gc
Spider venom by the dose	2gc

CREATURE PELTS & HIDES

During your adventures, you will inevitably fight monsters both small and large. Some of the creatures – particularly those who are classified as Animals or Beasts – have pelts you can skin. Although this chapter doesn't include a resale price for each hide, assume that more common pelts would sell as much as a hide of a man-eater, whereas the rare ones would fetch at least three times the same value.

Naturally, you may be inclined to craft armor from the pelt. Providing that there is enough hide to be skinned (using a successful Survival Test), your GM will likely allow you to turn it into fur or leather armor. Unique hides may even be turned into the equivalent of full plate armor. Extreme cases will be handled by the GM.

BUREAUCRATIC TOOLS

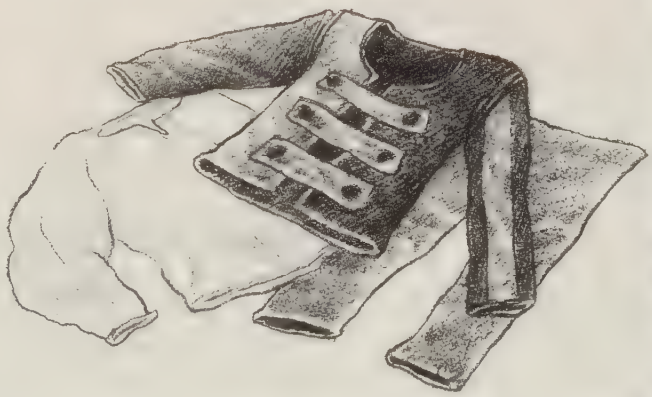
Every scholar worth their weight understands the importance of their implements. Without their official seals, contracts, badges of office and writing kits, nothing would ever be recorded; lawlessness would reign and these bureaucrats cannot have that. Maps for the parlour, books to fill the shelves, quills to write with and scales to verify that a coin hasn't been clipped – these are the tools of every reliable merchant out there.

BUREAUCRATIC TOOLS	PRICE	BUREAUCRATIC TOOL	PRICE
Abacus	7ss	Paper by the sheet	2bp
Academic book	1gc	Pilot's chart	5gc
Arcane tome for Magick	8gc	Prayer book for Magick	8gc
Atlas of the known world	54gc	Printing press	1,333gc
Bailiff's lockbox	3gc	Provincial map	7ss
Chalkboard	3ss	Quills or brush	4bp
Cheap map	13ss	Religious scripture	6gc
City map	1gc	Rune stones	3ss
Hand mirror	2gc	Scales and weights	8gc
Homing pigeon	7ss	Scroll case	3ss
Hourglass	1gc	Torture device	2gc
Ink pot	7ss	Trade tools	17gc
Key & padlock	1gc	Wanted poster	2bp
Looking glass	13ss	War medal	2ss
Magnet	7ss	Writing kit	3gc

CLOTHING

From the warmest of cloaks to the sturdiest of boots, everyone must wear something. If you're going to a party, you'll want to wear your finest. If working in the fields, a sturdy pair of boots and loose clothing will do. When on the road, a thick mantle and fur-trimmed boots are an absolute necessity. But, it is not only out of necessity that clothing is worn. Sometimes, it's used to capture the attentions of the opposite sex. At other times, it's to denote your loyalties or station.

CLOTHING	PRICE	CLOTHING	PRICE
Balaclava mask	1gc	Mantle	3gc
Cheap necklace	1gc	Military attire	4gc
Cheap ring	12ss	Monocle	5gc
Coin purse	2bp	Priest's mitre	3gc
Dark clothing	1gc	Second-hand attire	7ss
Entertainer's mask	2gc	Simple attire	1gc
Expensive necklace	44gc	Smallclothes	3ss
Expensive ring	23gc	Snuff box	7bp
Fancy shoes	8gc	Soft shoes	2gc
Fancy wig	4gc	Spectacles	2gc
Fashionable clothing	5gc	Stinky perfume by the bottle	1gc
Fine clothing	20gc	Straight razor	3ss
Fine perfume by the bottle	4gc	Sturdy traveling clothes	15ss
Foppish hat	2gc	Tattered rags	3ss
Garish attire	3gc	Walking cane	3gc
Heavy boots	5gc	Warm vest	3ss
Holy symbol	3ss	Wilderness cloak	2gc
Leather sandals	1gc	Witchhunter's coat & mantle	4gc
Loose robes	2gc	Witchhunter's hat	4ss



COMMODITIES

Commerce is often a catalyst of betrayal, both petty and large. Monopolies on specific commodities, such as fur, leather and iron, often lead to poisoned words and poisoned wounds. While a fair amount of commodities trade is done on the smaller level between friendly peasants, sponsorship of large expeditions to source and sell commodities on a greater magnitude requires money, business acumen and underhandedness. Not many are equipped with the necessary lack of morality and driven pursuit of lucre; those who are can get rich quick, while fledglings die trying.

COMMODITIES	PRICE	COMMODITIES	PRICE
Barrel of cod	14ss	Hide of a man-eater	12gc
Barrel of eels	7ss	Hide of a small animal	7ss
Barrel of flatfish	1gc	Jar of caviar	8gc
Barrel of nut oil	1gc	Jar of chocolate	5ss
Barrel of salt	2gc	Jar of coffee	7ss
Barrel of seed oil	7ss	Jar of exotic meats	12ss
Barrel of shellfish	18ss	Jar of jam	4ss
Barrel of whale oil	5gc	Jar of oysters	2bp
Bolt of canvas	1gc	Jar of rare spices	1gc
Bolt of hemp	6ss	Jar of smoked meats	8bp
Bolt of lace	2gc	Jar of sugar	2ss
Bolt of linen	3ss	Jar of tea leaves	3gc
Bolt of silk	3gc	Keg of common dye	8gc
Bolt of velvet	2gc	Keg of rare dye	42gc
Bolt of wool	2ss	Sack of amber	7ss
Crate of assorted fruits	4ss	Sack of ambergris	3gc
Crate of assorted vegetables	3ss	Sack of barley	2ss
Crate of ceramics	2gc	Sack of barley flour	1ss
Crate of charcoal	3ss	Sack of buckwheat	3ss
Crate of leather	4gc	Sack of buckwheat flour	8bp
Crate of lumber	2gc	Sack of ivory	12gc
Crate of metal ingots	3gc	Sack of lentils	2ss
Crate of parchment	7gc	Sack of nuts	2ss
Crate of religious icons	1gc	Sack of oats	1ss
Crate of rugs	11gc	Sack of rice	1ss
Crate of sheepskin	7gc	Sack of rye	2ss
Crate of tools and utensils	6ss	Sack of wheat flour	2ss
Crate of vellum	2gc	Vial of incense	3gc
Hide of a large animal	2gc	Vial of myrrh	8gc
Hide of a large insect	5ss	Wheel of cheese	8bp

ENTERTAINMENT

To pass the time, minstrels and other ne'er-do-wells will spin bawdy tales and sing songs to help take minds away from the encroaching chaotic hordes outside the walls. Dice will be cast, darts will be thrown, board games will be played and likely, a thieving cheat will be caught whilst gambling. Rough peasant sports, such as 'Bloodblitz' will be played, while horse races take place illegally along city streets. Boxing matches are to be found under bridges, while aspiring musicians play their horrendous tunes. Crowds bray and roar as pit fighters and pugilists batter their opponents and cocks and dogs snap and slash at each other.

ENTERTAINMENT	PRICE	ENTERTAINMENT	PRICE
Acting troupe performance	2ss	Instrument with mouthpiece	3gc
Animal fighting match	1ss	Instrument with strings	23gc
Bard song	4bp	Jousting box	28gc
Bouquet of bountiful flowers	4gc	Knucklebones	1ss
Bouquet of wilting flowers	7bp	Lavish party	209gc
Brandy by the keg	53gc	Make it rain like m'lords do	15gc
Brandy by the snifter	3ss	Pit fight ticket	7bp
Chess set	13gc	Playing cards	1gc
Cricket set	11gc	Poker dice	7bp
Croquet set	9gc	Stuffed shoulder guards for Bloodblitz	2ss
Derby ticket	7ss	Table board game	1gc
Dominos	2gc	Tennis set	81gc
Faire admission	3bp	Theatre seat in main audience	18ss
Fisticuffs ticket	3ss	Theatre seat in peanut gallery	6bp
Gaming dice	6ss	Theatre seat in private box	19gc
Inflated pig bladder for Bloodblitz	8bp	Tournament entry fee	4ss
Instrument for percussion	2gc	WFRP 3e	666gc

HOUSING & PROPERTY

Perhaps in times past, you owned a townhome... *before* it was burned to the ground by roving mutants. Or you may have inherited a deed to a ramshackle watering hole, becoming its new landlord. Herein you will find the general costs to own property, or more appropriately called a 'money sink'. It is almost guaranteed you'll need 1/3rd as much money every year to maintain and staff the property!

HOUSING & PROPERTY	PRICE
An acre of arid land	7ss
An acre of fertile land	14ss
An acre of workable land	1gc
Ancestral manor	7,200gc
Barn	37gc
Coaching station & inn	1,600gc
Crowded workshop	1,700gc
Decrepit winesink	1,433gc
Deed to a mine	7gc
Dilapidated manse	1,600gc
Dockside shanty	43gc
Dusty storefront	1,100gc
Farmstead	90gc
Fencing by the yard	1ss
Filthy shack	30gc
Fortified castle	10,000gc
Guild hall	666gc
Laboratory & Workshop	90gc
Lock-keeper's house	150gc
Market stall	28gc
Modest apartment	150gc
Stable	27gc
Toll house	250gc
Town home	500gc
Watchtower	6,000gc
Way temple	5,833gc
Wayside shrine	267gc

ILLUMINATION

The oppressive darkness can stoke anxieties and evoke fear within even the stoutest of adventurers' hearts. Only the light – a twinkling bastion of hope – can drive away the shadows and the creatures that stir along its edges. Within you'll find light sources meant to illuminate your darkest hours, and stoke the hearts of adventurers towards heroism and plunder.

ILLUMINATION	PRICE
Box of matches	1bp
Candle	1ss
Charcoal by the bag	1ss
Firewood for one fire	1ss
Flint and steel striker	4ss
Lamp	2ss
Lantern	2gc
Oil pot	1ss
Powderkeg of gunpowder	13gc
Storm lantern	4gc
Torch	3bp

LIGHT SOURCES

Light is an important ally for those who travel in the woods as the sun sets, slink below the streets hunting for rat-like Skrzzak (who, of course, do not really exist) or delve deep into ruins that have not seen light in centuries. Without it, nary a shadow would be chased away.

The following outlines the rules for different sources of light. Each possesses unique traits specific to how long it will reliably burn, how far its light extends (equivalent to daylight), the distances outside of this where shadows play and the maximum visibility of the illumination.

BONFIRE: Perfect for roasting a pig, hosting a Dionysian celebration in the woods or spitting a witch for the village to watch them burn in the flames of righteousness, a bonfire burns brightly and quickly. It also produces an abundance of heat. Some swear they can prognosticate their future in the flames, while others see visions of undulating demons dancing on the other side of the Æthereal Veil. Bonfires are regularly erected in the woods within kilns by charcoal burners to produce vast quantities of charcoal.

CAMPFIRE: Built from loose brush and thick logs, a campfire will keep your feet and hands warm in the cold. It also serves as a perfect way to heat up provisions when mixed with grease or gristle from the bones of a rabbit you ate a few days before. Campfires made from pinewood tend to spark

and pop loudly, often called a 'wytchwood fire' for that very reason. More odoriferous woods, such as applewood, produce a semi-transparent, almost blue colored smoke – perfect for a long cook. However, it may attract would-be robbers to your camps or road-weary vagabonds eager for a hearty meal.

CANDLE: Decorating most homes, candles are oftentimes made of wax and tallow. They burn in sconces, from tall chandeliers and in hand-held lamps. Candles are found amid graveyards in reverence for the dead. They can even be found in the darkest of recesses, resting upon altars to unsavory gods, made of who knows what.

LAMP: These unreliable lanterns are commonly used in homes (evoked in the quaint portraits of a man in smallclothes answering the door with lamp in-hand). A single wick burns in a brass vessel, fueled by an oil pot. They aren't incredibly reliable outside the home, as a gust of wind could blow them out unexpectedly.

LANTERN: Encased in a metal and glass vessel, a lantern has shutters so as to either direct light in a single direction or open them to illuminate the area around. The glass panes protect the wick from blowing out, but the oil does slosh around rather violently when on the run. Take great care in these instances, as a lantern can go from being your only friend in the darkness to a metal incendiary if mistakenly dropped!

MATCH: Prepared by alchemical processes, matches are used rarely by everyday folk, left to the rich to light cigars and table-side lamps. Matches possess a peculiar, sulfurous stench, found somewhat pleasing to the more discerning gentlewoman (or gentleman). Naturally, it evokes the fabled stink of demons. Thus, it is no wonder that most people shun their use, if not for superstitious reasons, but for the reliability of a flint and steel striker.

TORCH: They are a common apparatus of both rat catchers and witch hunters alike. Applying a strip of ragged cloth around a firm piece of wood and soaking it in an oil pot can produce nine, reliable torches in one evening.

LIGHT SOURCES	DURATION	PERFECT LIGHT	FLEETING SHADOWS	TOTAL DARKNESS
Bonfire	Three hours	1 to 30 yards	31 to 59 yards	60 yards and beyond
Campfire	Nine hours	1 to 15 yards	16 to 39 yards	40 yards and beyond
Candle	Three hours	1 to 5 yards	6 to 9 yards	10 yards and beyond
Lamp	Six hours	1 to 5 yards	6 to 19 yards	20 yards and beyond
Lantern	Six hours	1 to 15 yards	16 to 39 yards	40 yards and beyond
Match	One minute	1 yard	2 to 4 yards	5 yards and beyond
Torch	One hour	1 to 10 yards	11 to 29 yards	30 yards and beyond

LODGING & TAVERN PROVENDER

From the most famous coaching houses of the road to the dingiest of winesinks, adventurers will eventually need a place to take off their boots and warm their feet by the fire. Eel pies, watery wine, gin in teacups and chasers of rum are imbibed in great quantities in such refuges from the weariness of the road.

LODGING & TAVERN PROVENDER	PRICE	LODGING & TAVERN PROVENDER	PRICE
Ale by the cup	3bp	Night in a common room	1s
Ale by the rundlet	16ss	Night in a private room	5ss
Ale by the half tun	3gc	Night in the back alley	1bp
Beer by the half tun	10gc	Quality wine by the case	35gc
Beer by the stein	7bp	Quality wine by the glass	1ss
Brandy by the keg	53gc	Rum by the keg	64gc
Brandy by the sniffer	3ss	Rum by the roemer	3ss
Cider by the half tun	12gc	Stable dog by the night with feed	3bp
Cider by the jar	6ss	Stable horse by the night with feed	8bp
Hot meal fit for the Aristocrat	1s	Stable mule by the night	4bp
Hot meal fit for the Burgher	8bp	Stable raptor by the night with feed	3bp
Hot meal fit for the Lowborn	4bp	Table wine by the case	1gc
Mead by the hogshead	15gc	Table wine by the goblet	2bp
Mead by the horn	1s	Tobacco pouch	1ss
Mulled wine by the goblet	1s	Whiskey by the keg	43gc
Night above the stables	6bp	Whiskey by the snifter	3ss

MEDICINE

Medicaments, cloth and suture; the three most important pieces of equipment an adventurer can have. Whether to stitch together tattered clothing or that ragged tear in their leg, medicines and its related trappings will aid the hapless hero in a time of need (or time of mead?). Need to burn off a bunion? Apply royal water until the bony protrusion boils and pops. Got a case of the willies? A capsule of smelling salts will get the blood going. Suffering from a niggling wound? Take a dose of tincture to forget the pain temporarily. Need to dull the pain? Imbibe laudanum and revel in delirium. Ailments be gone! At least, until you throw yourself back into the jaws of hell… again, and again, and again.

Medicines and their various uses are further detailed in **Chapter 9: Hazards & Healing**.

MEDICINE	PRICE	MEDICINE	PRICE
Antivenom by the dose	18gc	Ragged cloth by the strip	1bp
Bandage by the strip	1ss	Rotgut by the bottle	4ss
Bottle of leeches (9 uses)	3ss	Royal water by the quintessence	18gc
Cinnabar by the crystal	7ss	Saltpeter by the vial	1ss
Epsom salt by the vial	2ss	Smelling salts by the capsule	7ss
Holy water by the vial	4ss	Surgical tools	18gc
Honey pot (9 uses)	3ss	Tincture by the dose	1gc
Laudanum by the draught	4gc	Veteran's eye patch	2bp
Mandrake root by the dose	7ss	Veteran's guilded nose	7ss
Opium by the seed pod	1gc	Veteran's hand or boot	9ss
Plague mask	2gc	Veteran's leg	1gc
Quicksilver by the ampule	1gc	Wolfsbane by the sprig	2ss

APOTHOCARY'S CABINET

A variety of ingredients, lotions, medicines, poisons and unguents are found within a grim & perilous world. Information about how to prepare and use these sundries are extensively covered in **Chapter 9: Hazards & Healing:**

Bandage: Bind Wounds, Bloodletting, Bloody Flux, Filth Fever, Frostbite, Grey Plague, Orx-Molt, Perform Surgery, Psychosurgery, Red Death, Stem Bleeding

Bottle of Leeches Bloodletting, Psychosurgery

- **Cinnabar**: Quicksilver, Red Death
- **Epsom Salt**: Smelling Salts

Holy Water: Grey Plague

- **Honey Pot**: Bandages
- **Laudanum**: Toxins, Recover Damage
- **Mandrake Root**: Deliriant, Filth Fever
- **Opium**: Laudanum, Perform Surgery, Tincture, Treat Injuries
- **Quicksilver**: Suppress Disorder, Psychosurgery, Venereal Disease
- **Ragged Cloth**: Bandages
- **Rotgut**: Bloody Flux, Bottle Bomb
- **Royal Water**: Orx-Molt
- **Saltpeter**: Gunpowder, Royal Water
- **Smelling Salts**: Heatstroke, Recover Peril, Toxins

Surgical Tools: Frostbite, Grey Plague, Orx-Molt, Perform Surgery, Red Death, Venereal Disease

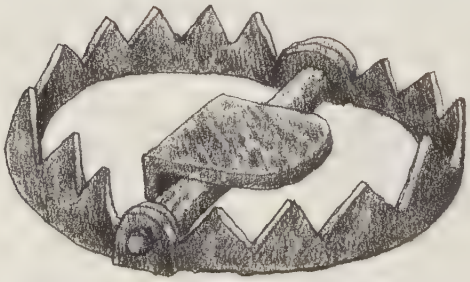
Tincture: Ignore Injury

Wolfsbane: Treatment of Tomb Rot

WILDERNESS NEEDS

A life along the road is wearisome. The underprepared soon find themselves victims of the unforgiving world beyond their town's walls or village stockade. She is a fearsome foe: implacable, uncaring and unforgiving. Only those who are truly prepared to combat the cold with warm blankets, climb through the deepest of snow with appropriate footwear and eke out provisions tucked into a rucksack will survive.

WILDERNESS NEEDS	PRICE	WILDERNESS NEEDS	PRICE
Animal trap	2gc	Pavilion tent	40gc
Astrolabe	41gc	Pitons or spikes	2ss
Backpack	16ss	Pot of glue	2ss
Bandolier	1ss	Powder flask for gunpowder	3ss
Barrel, box or coffin	7ss	Preserved rations by the day	4bp
Bedroll	2gc	Quiver	1ss
Blowing horn	8gc	Rucksack	2ss
Camouflage	3gc	Scabbard for one handed weapon	1gc
Climbing crampons	2ss	Scabbard for two handed weapon	2gc
Climbing rope	5ss	Shoulder bag	1ss
Compass	5gc	Signal whistle	5ss
Fishing hook and pole	1ss	Skies & poles	3gc
Flask	2ss	Slitted goggles	5ss
Gaff bag	4ss	Snowshoes	1gc
Grappling hook	1gc	Survival kit	4gc
Hammer & nails	1ss	Telescope	15gc
Horse tack and saddle	11gc	Tent for one	5gc
Iron manacles	1gc	Tent for two	7gc
Large bag	1ss	Watch dog	1gc
Length of rope by the yard	2ss	Waterskin	8bp
Lock with key	1gc	Wooden skates	3gc



CARRYING EQUIPMENT

Most Characters begin with carrying equipment at the outset of Character creation. Should you possess any one of these forms of carrying equipment below, add the following value as a modifier to your Encumbrance Limit. However, you may only add one modifier to Encumbrance Limit in this fashion. This means that you cannot take advantage of two backpacks, or even a rucksack and a gaff bag at the same time. Finally, none of these items can be used to stow weapons, armor or shields:

Backpack: +3 Encumbrance Limit

Rucksack: +2 Encumbrance Limit

Gaff bag/shoulder bag: +1 Encumbrance Limit

MATERIALS IN CRAFTSMANSHIP

Typically, the materials used in craftsmanship is not all that important to an adventurer. It is simply enough to be able to recover a zweihänder from the hands of a dead enemy. However, there are times when you may want to have a suitably decorative – or awfully gaudy – set of armor. A jewel-encrusted sword likely isn't to be found sitting in the middle of the road, nor will a mahogany-hilted flanged mace be sitting in the local garrison for some would-be watchman to acquire. On the same token, strutting around in the latest fashions, as an Aristocrat would, is going to cost you – big time.

POOR MATERIAL: Armor, shields and weapons made from poor materials never allow a wielder to take advantage of its positive Qualities, only those which penalize the wielder. Furthermore, they have an associated base cost of -50% the listed price.

NORMAL MATERIAL: Armor, shields and weapons made from normal materials reference their standard Qualities and listed price.

BEST MATERIAL: Armor, shields and weapons made from best materials always have the Castle-Forged Quality. Furthermore, they have an associated base cost of three times the listed price.

QUALITY OF SERVICES

Although it doesn't make all that much of a difference to pay a troubadour at a better rate than that your betters would, you can make an assumption that visiting a barber surgeon fit for the nobility is not only well-worth the money, but

more likely to be skilled in the healing arts. The GM will make that call, but you can assume that the more you pay for services, the better results you'll receive.

CRAFTING

There will come a time when your Character will want to gather the raw materials themselves and create their own trappings. While a generally laborious process, it can save a fortune, guaranteeing you possess the right Focuses, access to materials and the wherewithal to finish the task.

Providing you have the appropriate Focus (as outlined in **Chapter 5: Skills**), you can attempt to craft any trapping in this chapter. You'll need an appropriate workshop, such as a forge for weaponsmithing and anvil with hammer for armorsmithing. If you intend to create chemicals like laudanum and smelling salts, **Chapter 9: Hazards & Healing** lays out the required materials necessary. Materials are vital to craft your own equipment. However, reasonable assumptions trump mechanics in these cases – you may not have access to a facility or even the proper tools. Given that the life of an adventurer is generally spent somewhere bordering on squalor to piss-poor, you'll need to have friends in high places or favors to call in to gain access to a workshop.

COST & MATERIALS: In order to craft an item from scratch, you'll need to source the raw materials. The settlement you're in must provide access to the materials needed. The best rule of thumb is to simply look at the item you wish to craft, and cut the price by -50% to determine material cost. You can assume that if a settlement has a specific trapping on-hand you wish to craft, they will also likely have the material handy for crafting.

REDUCING COST: If your Character has at least one Skill Rank in Tradecraft, you can attempt to reduce the cost even further by tapping into guilds or others who may be in your same trade. However, this is dependent on how rare or abundant the materials are in the settlement you are in. The GM will set the Difficulty Rating, based first on the aforementioned factor, rarity of the item and other circumstances that may bode into your favor or work against you.

With a successful Tradecraft Test, you can purchase materials at a lower price point for every 6 points of [WB]. However, if you generated a Critical Success, multiply your [WB] by three to determine how far you reduce the price:

- **[WB] 1 to 6**: purchase at 40% of listed price
- **[WB] 7 to 12**: purchase at 30% of listed price
- **[WB] 13+**: purchase at 20% of listed price

Failing a Tradecraft Test has no repercussions, but a Critically Failed one will result in you being unable to source them, until circumstances dictate otherwise.

TIME: The time it takes to craft items varies. The rule of thumb here is this: for every gold crown (gc) or less the item normally costs, it takes one day to craft. A reasonably skilled craftsman could easily pull together a fire-hardened spear (which normally costs 7ss) in one day. On the other hand, a suit of full plate armor, which normally costs 179gc, would take 179 days. In some cases, you can hire apprentices to help craft or enlist the aid of other Characters (providing they have the Skill Focus). You may enlist up to a total of nine apprentices in these cases, reducing the time to craft by one day per helper. So, this means that if you and seven craftsmen were working on the full plate armor (a total of 8 workers), it would take 22 days (rounded down) to completely forge the armor (179/8). There may be exceptions to this rule that your GM may introduce.

SUCCESS RATE: Providing you have a Skill Focus relevant to the trapping you wish to create, you need not make a Skill Test under normal conditions. You can simply accept that you've successfully crafted the object. If you are under duress or attempting to speed up the crafting process, however, the GM will require that you make a Skill Test. Failing that, you must start the entire process over.

COMBAT

Tactical skirmishes amidst a torrential downpour, vicious back alley knife fights, honorific duels to the death and horrifying battles against dire abominations are all situations your Character may find themselves drawn into. However, some may be more raucous and less deadly, such as with a barroom brawl or fisticuffs erupting between a swindling peddlar and his customer. Combat can be fun and entertaining, but in a grim & perilous campaign world, death can come at the drop of a hat. The risk of death is always the foremost element in any combat. No amount of planning can truly prepare the unwitting against the strategic leadership of those born within the crucible of combat. Likewise, even the best orchestrated of plans can go terribly awry once combat is joined, as commanders are cut down or the morale of one unit or another is broken, but invariably numbers prevail.

Unlike other role-playing games, Characters in **ZWEIHÄNDER** aren't given a vast pool of 'hit points', allowed to instantly recover from their wounds and get right back up. Combat is savage and unrelenting, handling confrontation with all the excitement you'd expect to have in a fantasy adventure – but not without danger to one's self and sanity.

COMBAT TERMINOLOGY

Here are the most common terms you'll refer to throughout this chapter:

TURNS: Turns are an abstraction, reflecting each Character's time to catch their breath, pause, jockey for position and set themselves up to render decisive blows. On their Turn, Characters can take a set number of Actions, dictated by their reserve of Action Points (called AP).

During combat, a Turn is equal to roughly ten seconds of in-game time (called *Structured Time*, which you can learn more about in **Chapter 11: Game Mastery**). Six Turns equals one minute.

ACTIONS IN COMBAT: Actions are formalized choices a Character makes to change the outcome of combat. Each Action has a cost in AP, which must be expended before a specific Action can be taken. Providing a Character has enough APs, they can execute attacks against foes, move around the battlefield, hamper their enemy's ability to gain ground and set aside a reserve to defend against attacks. Actions In Combat are described in further detail in the oncoming pages. All Characters in **ZWEIHÄNDER** have the same options for attacking, defending and the use of Actions In Combat, regardless if they're played by the players or the GM. Actions in Combat will be spoke of later, and can also be found in **Appendix H**.

THE INITIATIVE LADDER: The Initiative Ladder decides the order in which all Characters resolve their Actions In Combat. When the GM announces combat is about to unfold, each Character involved in the combat must generate their own Initiative Ladder results by rolling 1D10 and adding their Initiative from their Character Sheet to the result. The end results are tracked from highest to lowest, displayed openly for everyone to refer to. If a Character joins the combat later, they generate their own Initiative Ladder results at that time.

FURY DICE: Throughout this chapter, you'll see mention of a 1D6 Fury Die to generate Damage with melee and ranged weapons. Anytime you roll for Damage and it generates face '6' on the Fury Die, add an additional 1D6 Fury Die to Total Damage value. Every time a Fury Die generates another face '6', it continues to 'explode', generating an additional 1D6 Fury Dice. Calculate all results together to determine Total Damage.

As a rule, Fury Dice are generally used with melee and ranged weapons only. Magick doesn't gain the benefits of exploding Fury Dice (unless the spell's entry indicates otherwise in **Chapter 10: Grimoire**).

DIFFICULTY RATINGS & GM FIAT

Because of the wild and varied nature of combat, there may be situations that crop up from time to time that aren't covered in these rules. In addition, some Actions in Combat may have fixed Difficulty Ratings. Much like any other ruling in **ZWEIHÄNDER**, the GM will make the final call to change when needed to fit the situation.

COMBAT OVERVIEW

Below is a brief overview to follow when combat is about to begin:

- Step I: Surprise Turn
- Step II: Initiative Ladder
- Step III: Take Turns

ROLE-PLAYING & COMBAT

Although Turns introduce a more uniform way to handle Actions, it should never hinder role-playing. You should feel encouraged to describe your Character's Actions with flourish. Representing adrenaline-packed scenes of fierce attacks and daring stunts using your own personal descriptions is both exciting and enjoyable. Role-playing should never take a backseat during the format structure of combat.

STEP I: SURPRISE TURN

A Surprise Turn affects the very beginning of combat. It allows Characters to gain advantage over one another and take a Turn before the Initiative Ladder begins. Ultimately, it is the GM's remit to determine if the Characters or their enemies gain a Surprise Turn. This call is based on specific circumstances or special preparations that the Characters (or NPCs) have made in order to ambush one another purposefully. Outlining these circumstances goes above and beyond the scope of this discussion, but the GM should use common sense when determining which side gains the advantage of a Surprise Turn.

Whether either side gains a Surprise Turn, the GM must always explain in narrative terms why. It's important to consider what sort of preparedness your Character may have elected to adopt, even before the fight begins. Kicking in the door and expecting your foes to simply fold before your might may be an acceptable option in some games, but in **ZWEIHÄNDER** it can get you killed.

SURPRISE

Those who gain the advantage of surprise may take a free Turn. In addition, Attack Actions made with melee or ranged weapons add a 1D6 Fury Die to Total Damage results. Once a Surprise Turn has finished, combat proceeds as normal according to the Initiative Ladder, and all benefits for the Surprise Turn are lost.

DEFENSELESS FOES

Foes who are surprised are temporarily left Defenseless to all attacks. While Defenseless, they cannot use any Reactions whatsoever.

STEP II: INITIATIVE LADDER

The Ladder determines the order in which Characters can act in combat. Each Character determines their Initiative individually. Using 1D10, each Character will roll and add their Initiative from their Character Sheet to the result. But those who burden themselves with equipment tend to react slower, as their senses are dulled beneath the weight of their harness. Overage from Encumbrance Limit always penalizes Initiative results, even if a Character decides to toss aside their equipment during combat. The result is then ranked from highest to lowest, displayed openly on a marker board or piece of paper for both the player and GM's reference. Each name is written down, with the resulting Initiative Ladder indicated beside it with a hyphen. This determines the order in which each Character will act until the fight is resolved.

MATCHING INITIATIVE RESULTS

Should two or more Characters generate the same Initiative result, compare their [PB]. The highest always trumps the other, pushing that Character down the Initiative Ladder directly below them. Should their [PB] match, the Characters should re-roll to determine who goes first on the Initiative Ladder.

> Grover Caldwell and the Footpad generate the same Initiative, both resulting in '8'. Grover's [PB] is 6, whereas the Footpad's [PB] is 4. Grover goes first, displacing the Footpad beneath him in the Initiative Ladder.

ENVIRONMENTAL EVENTS

Sometimes the environment plays a role in combat. Detonated gunpowder explosions, roiling fires that threaten to collapse the floor, an impending rainstorm, the blinding threat of a blizzard, an out-of-control wagon barreling down the street, a coral of wild horses threatening to break out and stampede, the threat of an angry peasant mob and similar hazards can all influence the battlefield. In these special cases, the GM will roll 2D10+2 to determine the event's individual Initiative. If this event needs to be kept secret from the players, the GM can elect not to disclose the name of the event in the Initiative Ladder. Instead, they may track it with some other mark: an asterisk, question marks or other short phrases such as 'XXX' will suffice. This leaves everyone guessing as to what may yet still unfold amidst the chaos of battle, for in battle there is no law. These secret events may be repetitive (such as a blazing fire) or a one-time event (such as the strike of lightning upon the top of a building). It may even be an event, such as when a horn is blown to call for reinforcements.

NEW COMBATANTS

Particularly sneaky enemies may simply lay in wait, watching for favorable circumstances to attack. The GM may decide that even before combat started that these same shadowy assassins are quicker, more aware or better prepared. This is one of the many tools the GM can employ to keep combat unpredictable. Should new Characters enter the fray, they

must determine their own Initiative. Regardless if the new Character is an enemy or a potential ally, the GM indicates their Initiative with a miscellaneous mark, similar to the environmental events above. The GM may even dictate that the new combatant immediately gains a Surprise Turn if they have successfully remained hidden before acting.

STEP III: TAKE TURNS

Suddenly, it's your Turn. What will you do? Will you boldly rush forward, invoking the name of *Count So-and-So*? Will you elect to launch a litany of hate, seeking to unman your foes? Will you throw someone else in front of you to beat a hasty retreat? Whatever options you use, they are always classified by one of the various categories of Actions.

All Characters begin with 3 APs at the start of their Turn, which are then spent to commit to their Actions as their Turn comes up within the Initiative Ladder. You're not required to spend all of these APs on your Turn and can hold onto them so that you can Dodge or Parry.

By the same token, a Character cannot simply elect to carry over APs into their next Turn. When a Character's new Turn begins, all of their remaining APs are considered to be lost and they start with the normal allotment of 3 APs.

RINSE & REPEAT

Combat can last for one or many Turns. Once Initiative is determined, it remains in play throughout combat until it ends. When the enemy is clearly slaughtered, gives up or some other mitigating condition arises, the GM will announce it.

IN-CHARACTER TALK DURING COMBAT

Players may elect to speak, using banter, jibes, insults or scream battle cries and obscenities whilst taking their Turn. This sort of communication is generally limited to short sentences or expressions, and should be done In-Character. While we encourage players to work together, it is best to let each make their own decisions as to what Actions to take. Lording it over other players and telling them what Actions to use during a game session can create confusion, breaks down the barrier between the player's voice and the In-Character voice, limits the ability of players to become more familiar with **ZWEIHÄNDER**'s rules and quickly erodes the suspension of disbelief. Creative players should make sure that if they do intend to issue orders to their fellow players, they do it using their In-Character voice..

CONDITIONAL EFFECTS IN COMBAT

Throughout this chapter, you will see reference to several conditions that may impact combatants. The following represents a summary of the most common ones:

Blinded: Cannot use Counterspell, Dodge or Parry

Choked: Cannot use any Action In Combat, unless attempting to Resist to escape

Defenseless: Cannot use any Reactions whatsoever

Disarmed: Lose weapon from primary hand 3 yards away and cannot use hand until next Turn

Helpless: Cannot use any Reactions whatsoever, and may be Slain! with a successful attack

Inspired: Temporarily add +1 to Damage and Peril Thresholds until end of combat

Intimidated: Temporarily suffer a -1 to Damage and Peril Thresholds until end of combat

Knocked Out: Left unconscious and Helpless until awakening

Prone: On the ground, and suffers an additional 1D6 Fury Die in Damage

Stunned: Begin Turn with one less AP

Surprised: Suffer additional 1D6 Fury Die in Damage and cannot use Reactions

ACTIONS IN COMBAT

APs represent the economy of Actions Characters can call upon during combat. It reflects a reserve pool that a Character taps into, spent in exchange for Actions. Readying a weapon, taking up a defensive posture, demoralizing the enemy, swinging a sword, firing a gun, mounting a horse and reloading ranged weapons constitute examples of Actions that can be taken during combat.

Actions always have a relative cost. Characters may spend 1, 2 or even 3 APs to use one Action – like shoving a sword through someone's stomach or barreling over their enemies. They may also break up these APs to take multiple Actions – such as moving over to the nearest enemy, shoving them over and cleaving them in twain. A few Actions have no cost whatsoever, able to be used without the Character having to account for undertaking minor activities, like talking and dropping items, which typically don't cost any APs to use. Other Actions can only be used outside of the Character's Turn – disruptive attacks and defensive actions as an example.

EXCESS APs: Should a Character end their Turn with an excess of Actions Points, they can hold onto them to use Reactions like Dodge and Parry. However, when their next Turn begins, they 'refresh' their APs to 3. They do not carry over excess APs into their next Turn.

MOVEMENT ACTIONS	AP	DESCRIPTION
Charge	2	Charge at Movement x2 and add 1D6 Fury Die to Damage.
Get Up	2	Stand up from Prone and move 1 yard, step into a vehicle or mount an animal. Invokes an Opportunity Attack if moving out of an Engagement.
Hustle	1	Hustle at Movement x1. Invokes an Opportunity Attack if moving out of an Engagement.
Maneuver	2	Maneuver 1 yard out of an Engagement, avoiding all Opportunity Attacks.
Run	3	Run at Movement x3, gain +3 Damage Threshold. Invokes an Opportunity Attack if moving out of an Engagement.
Take Cover	1	Take Cover 1 yard away. Gain +3, +6 or +9 Damage Threshold, depending on height of cover. Invokes an Opportunity Attack if moving out of an Engagement.

ATTACK ACTIONS	AP	DESCRIPTION
Called Shot	2	Make a Combat-based Test. Cannot Dodge or Parry the attack.
Cast Magick	Varies	See Grimoire for description.
Melee Attack	1	Make a Combat-based Test. Foe must Parry or suffer Damage.
Ranged Attack	1	Make a Combat-based Test. Foe must Dodge or Parry with shield or suffer Damage. Cannot be Engaged by enemies to make Ranged Attack unless using a Gunpowder weapon.

PERILOUS STUNTS	AP	DESCRIPTION
Chokehold	1	Make an Athletics Test. Foe must Resist Athletics or be Choked. Suffer 1D10+[BB] Peril immediately and on your Turns when maintained, until Resisted.
Dirty Tricks	1	Make a Guile Test. Foe must Resist Awareness or be Blinded. Cannot Counterspell, Dodge or Parry until their next Turn.
Disarm	1	Make a Coordination Test. Foe must Resist Coordination or be Disarmed. Lose weapon and cannot use primary hand until next Turn.
Knockout	1	When foe is Defenseless or Surprised, make an Athletics Test or be Knocked Out. Foe Helpless, left unconscious for [BB] Turns and suffers 2D10+[BB] Peril.
Splinter Shield	1	Make a Combat-based Skill Test. Foe must Resist Toughness or shield is Ruined!
Stunning Blow	1	Make an Athletics Test. Foe must Resist Toughness or be Stunned. Start with 1 less AP until Resist Toughness is successful.
Takedown	1	Make a Coordination Test or Athletics Test if you Charged. Foe must Resist Coordination or be knocked Prone. Attacks gain 1D6 Fury Die.

SPECIAL ACTIONS	AP	DESCRIPTION
Channel Power	1	You can attempt to increase your chances of success to Cast Magick during combat.
Inspiring Words	1	Make a Leadership Test, # of allies equal to [FB] add +1 Damage and Peril Threshold. Use once per combat.
Litany of Hatred	1	Make an Intimidate Test, # foes equal to [FB] suffer -1 Damage and Peril Threshold. Use once per combat.
Load	Varies	Load a ranged weapon.
Subdue	1	You intentionally avoid inflicting Injuries or dealing enough Damage to render a foe Slain! by your melee weapon attack.
Take Aim	1 or 2	Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead. You cannot Take Aim to Cast Magick.
Wait	0	Wait until later to use your APs, but place yourself lower down on the Initiative Ladder.

REACTIONS	AP	DESCRIPTION
Assist	Varies	You can attempt to Assist an ally's Skill Test
Counterspell	1	Make an Incantation Test. Dispels Magick immediately
Dodge	1	Make a Coordination Test to Dodge ranged weapons for 1 AP deficit. Avoids all Damage.
Opportunity Attack	0	Make a melee attack in specific situations, foe left Defenseless.
Parry	1	Make a Combat-based Skill Test to Parry melee weapons for 1 AP deficit. Avoids all Damage.
Resist	0	Resist the effects of Perilous Stunts and Special Actions.

TRAITS & TALENTS

Traits and Talents oftentimes act as 'riders', working in coordination with Skill Tests. Some play a major role, allowing your Character to bend the system's rules in certain cases, provide a unique benefit or augment their abilities. Unless specifically indicated in its description, the use of these abilities cost 0 APs.

TYPES OF ACTIONS

There are five categories of Actions that Characters can use on their Turn. Within each category, there exist specific subtypes of Actions a Character can spend APs on to execute:

- **Movement Actions**: A Character can position themselves on the field of battle.
- **Attack Actions**: A Character can fight and inflict Damage against a defender.
- **Perilous Stunts**: A Character can inflict a variety of conditions that may hamper their enemy's ability to fight or defend.
- **Special Actions**: A Character can attempt stunts and other miscellaneous Actions that fall outside of movement, attacking and defending.
- **Reactions**: These allow a Character to duck out of the way or take an opportune moment to attack an enemy. Reactions have their own unique limits on how often they may be used, clarified in their entries below.

MOVEMENT ACTIONS

Movement Actions are used when a Character needs to jockey for position, bridge the gap between their foes or tactically move between opponent's swings to evade their attacks of opportunity:

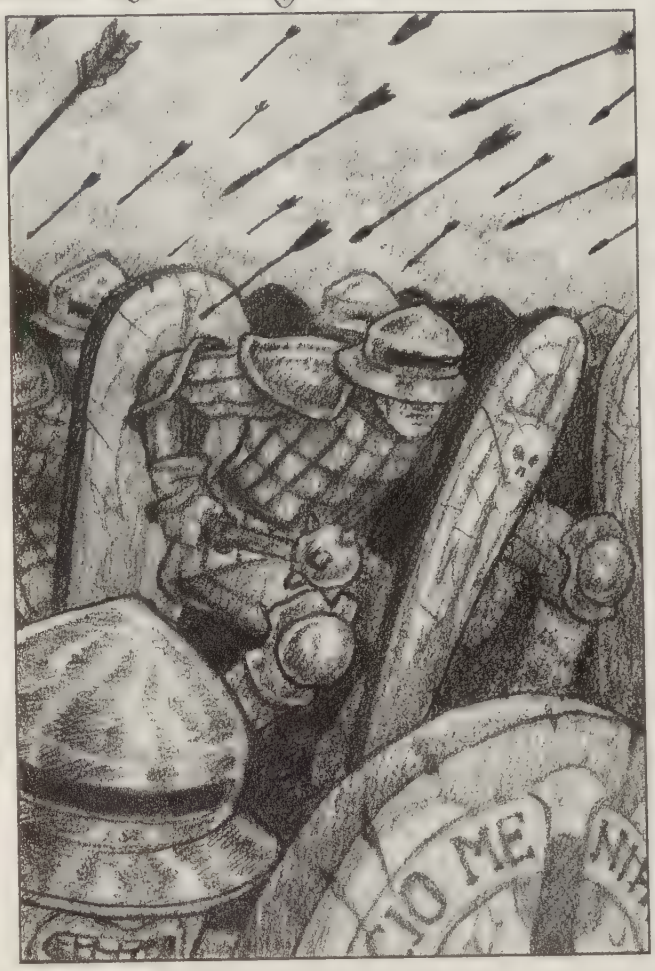
CHARGE (2 AP)

You build up speed, using momentum to punch through your enemy's defenses.

Effect: Charge a Distance equal to two times your Movement. If you move at least three yards and then successfully strike with a melee weapon on the same Turn, add an additional 1D6 Fury Die to Total Damage results. However, this provokes an Opportunity Attack if you leave an Engagement.

GET UP (2 AP)

You saddle up on your mount, get into a vehicle, pull an ally you're standing next to up on their feet or get up from lying on the ground.



Effect: Get up and move a Distance of 1 yard to stand up from the ground from a Prone or crouched position, get into a carriage or mount an animal. If you have at least one Skill Rank in Coordination, you can Get Up for 1 AP instead. However, this provokes an Opportunity Attack if you leave an Engagement.

HUSTLE (1 AP)

You hustle forward without fatiguing yourself.

Effect: Hustle a Distance equal to your Movement in yards. However, this provokes an Opportunity Attack if you leave an Engagement.

JUMP & LEAP

After moving at least 6 yards in one Turn, with a successful Athletics Test, you may jump horizontally one yard for every 3 points of [BB] or leap vertically one yard for every 6 points of [BB].

MANEUVER (2 AP)

You break away from combat, disengaging from your enemies while zig-zagging between them.

Effect: Maneuver a Distance of 1 yard to get out of an Engagement, allowing you to avoid Opportunity Attacks.

RUN (3 AP)

You sprint at a fast pace, making it more difficult for your enemies to target you.

Effect: Run a Distance equal to three times your Movement. As a result, add 3 to your Damage Threshold until the beginning of your next Turn. However, this provokes an Opportunity Attack if you leave an Engagement.

TAKE COVER (1 AP)

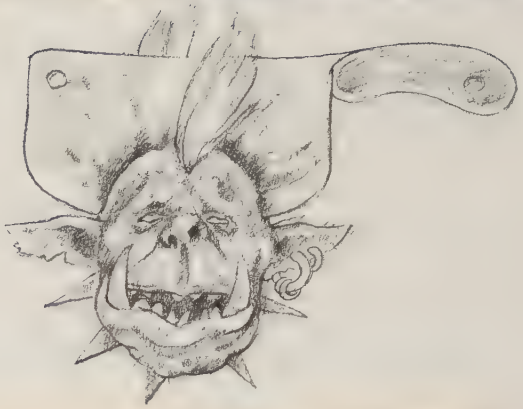
You move behind cover, placing a barrier between you and your foes. This may grant you safety and a barrier from which to attack behind.

Effect: Move a distance of 1 yard to crouch down and Take Cover. The barrier or cover must come up to your mid-section and be made of wood, stone or metal to grant ample protection. Trees, a cart or low stone walls would qualify, but shrubs or thick grasses would not. If behind low cover (such as a crate or barrel), add 3 to your Damage Threshold when hit by ranged weapons. If behind medium cover (such as a waist-high stone wall), add 6 to your Damage Threshold when hit by ranged weapons. If behind high cover (such as a tall pillar), add 9 to your Damage Threshold when hit by ranged weapons. If behind cover that breaks the line of visibility, you cannot be targeted by ranged weapons. The GM will always determine how low or high the cover is for these purposes.

HARD TERRAIN: Mud, thick bushes, tangled undergrowth, creek beds, snowfall, icy lakes and clutter within interior spaces can create additional challenges during combat. Characters cannot Charge, Maneuver or Run through Hard Terrain.

MOVEMENT SUBTYPES: There are other subtypes of Movement, such as climbing, riding, sneaking and swimming. These other types of Movement Actions act as 'riders', pairing with other Movement Actions and increase the AP cost by 1. For instance, if you intend to Charge while sneaking, it costs 3 APs instead of 2 APs.

In order to use a Movement subtype, make a relevant Skill Test (e.g. Athletics to climb or swim, Drive to 'mush' a dog sled or embark in a vehicle like a carriage, Ride to ride a mounted horse, Stealth to sneak). Once you succeed, you need not continue making the Skill Test every Turn thereafter, unless circumstances change. For instance, if you were sneaking and walked out into the open and were discovered by your enemies, you would need to roll another Stealth Test.



WHAT IS AN ENGAGEMENT?

You'll see the terms 'Engagement' or 'Engaged' referred to at specific times in this chapter. The term has broad application, but should be applied very loosely. Inherently, an Engagement is when two or more Characters stand toe-to-toe against one another. This means they're standing within less than 1 yard of each other, close enough to strike with most melee weapons. However, many foes may be standing Engaged with one another. Typically, an Engagement consists of no more than nine people. The GM may wish to further define what it means to be within an Engagement at their own option. If using miniatures and a gridded map, an Engagement is whenever combatants are standing in an adjacent square or hex on the map.

Each Movement subtype is listed below. When calculating the following values, players must take under consideration any Overage their Character may be suffering from:

[BB]-3 when climbing (minimum of 1)

[AB]-1 when sneaking (minimum of 1)

[BB]-1 when swimming (minimum of 1)

[AB]+4 on dog sled

[AB]+5 on dray horse

[BB]+5 on stagecoach or wagon

[AB]+6 on palfrey horse

[BB]+6 on fancy coach

[AB]+7 on rouncey horse

[BB]+7 on carriage

[AB]+8 on courser horse

[BB]+8 on chariot

[AB]+9 on destrier horse or flying

You may also crawl on hands and knees. In these cases, you crawl a number of yards equal to your [AB], minus any Overage you are suffering from, but considered to be Prone.

MULTIPLE ATTTACKS?

In **ZWEIHÄNDER**, combat swings are abstracted to a great degree. Rolling to strike and dealing Damage has been carefully balanced, designed to be swift and merciless. Because of this, multiple attack rolls on the same Turn are not a consideration of the system. However, some Professions and Traits may allow you to take advantage of two weapon fighting in different ways. **Chapter 10: Game Mastery** also presents alternative options for those GMs who want to allow multiple attacks in their game.

ATTACK ACTIONS

Attack Actions are used when a Character needs to vanquish their enemies using melee and ranged weapons. Once you've attempted an Attack Action, whether successful or not, you cannot use any other type of Attack Action until your next Turn.

CALLED SHOT (2 AP)

Lining up the perfect attack, you attempt to debilitate your enemy in some capacity with your blade or a carefully-placed arrow.
Effect: With an increased Difficulty Rating the GM assigns, you target either the arms, body, head or legs of a foe with a relevant Combat-based Skill Test. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe cannot Dodge or Parry a Called Shot. You cannot make a Called Shot with a melee weapon outside of an Engagement with foes, unless using a melee weapon with the Reach Quality. You cannot make a Called Shot with a ranged weapon while in an Engagement with foes, unless using a ranged weapon with the Gunpowder Quality. Finally, your ranged weapon must be loaded with ammunition to make a Called Shot.

CAST MAGICK (VARIES)

Summoning powers beyond most kith, you draw forth raw and formless energies to take shape.
Effect: Make an Incantation Test. Specific Magick spells are covered in **Chapter 10: Grimoire**. Casting Generalist and Petty Magicks requires 1 AP, Lesser Magicks 2 APs and Greater Magicks 3 APs.

MELEE ATTACK (1 AP)

You focus your precision and might behind a series of strikes.
Effect: When Engaged with a foe, make a relevant Combat-based Skill Test, referring to the Skill required to use your melee weapon. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe can attempt to Parry your Melee Attack. You cannot make a Melee Attack outside of an Engagement with foes, unless using a weapon with the Reach Quality.

RANGED ATTACK (1 AP)

Lining up a shot, you target the chinks in an enemy's armor with a ranged shot.
Effect: When at Distance from a foe, make a relevant Combat-based Skill Test, referring to the Skill required to use your ranged weapon. After successfully striking, refer to your [CB] and add a 1D6 Fury Die to determine Total Damage.

A foe can attempt to Dodge your Ranged Attack or Parry it with a shield. You cannot make a Ranged Attack while in an Engagement with foes, unless using a weapon with the Gunpowder Quality. Finally, your weapon must be loaded with ammunition to make a Ranged Attack.

ATTACKING LARGER FOES: Some attacks may suffer additional penalties to attack or wrangle foes larger than an attacker. For instance, it may prove incredibly difficult to Chokehold a Troll if a measly Dwarf or easier to make a Melee Attack against a creature larger than a barn door. In these situations, the GM will change the Difficulty Rating based on factors that may influence the outcome.

HELPLESS FOES: Any time a Character is asleep, unconscious, pinned beneath a heavy object, shackled or otherwise unable to escape on their own accord, they are rendered Helpless. When a foe is Helpless, they are also Defenseless. In addition, you do not have to roll to strike a Helpless foe, instead immediately slaying them with any blow.

MOUNTED COMBAT: When you are riding an animal or driving a vehicle, refer to its Movement subtype. If you strike a foe on foot with a melee weapon while riding an animal, add an additional 1D6 Fury Die to Damage.

CONTROLLING YOUR MOUNT: Any time an animal you're riding begins to Bleed or suffers an Injury, you must succeed a Handle Animal Test to control it. If you fail the Test, the animal cannot use Movement Actions on your next Turn. If you Critically Fail this Test, however, you are bucked off and the animal flees, unable to be calmed until an hour has passed. In addition, you suffer 1D10+1 Damage from falling, and are made temporarily Prone.

TRAMPLE: If you opt to trample a foe instead, make a Melee Attack. However, you'll make a Ride Test to strike, in lieu of a Combat-based Skill Test. If successful, the foe suffers 1D10+your mount's [BB] in Damage. If your Ride Test is a Critical Success, the foe is also made temporarily Prone. A foe can only Dodge being trampled.

OUTNUMBER FOES: In most cases, numbers generally prevail. When attackers outnumber their foes 6:1 or more in an Engagement, add a 1D6 Fury Die to Total Damage results made with melee weapons.

The GM may make exceptions to this rule (such as facing foes which are significantly taller or larger than the attackers) and may even adjust the Difficulty Rating in the attacker's favor.

SWAPPING WEAPONS: You may draw any weapon either from your own body, pick up a weapon you dropped at your feet, swap weapons at your side or give a weapon to an ally. This requires no additional AP expenditure whatsoever, but as an action, it must occur at the beginning of your Turn. Swapping multiple weapons around requires the expenditure of 1 AP each time you re-draw or swap a weapon.

PERILOUS STUNTS

Perilous Stunts give an opportunity for Characters to shine in a cinematic way, act courageously or simply inflict crippling conditions on their foes. Some Talents, Traits and weapon Qualities may allow you to trigger Perilous Stunts in unique ways. Perilous Stunts cannot be Dodged or Parried, only Resisted. Once you've attempted a Perilous Stunt, whether successful or not, you cannot use another Perilous Stunt until your next Turn.

CHOKEHOLD (1 AP)

You tighten the grip around your enemy's neck, restricting their ability to breath.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe may attempt to Resist by making a successful Athletics Test or be Choked.

While Choked, your foe immediately suffers 1D10+your [BB] in physical Peril and again at the start of each of your Turns if you maintain the Chokehold. If the foe drops to Incapacitated!, they fall unconscious for a number of Turns equal to your [BB]. It costs 3 APs to maintain a Chokehold, requiring no additional Skill Tests to maintain. Your Choked foe cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape.

You cannot use Attack Actions or Perilous Stunts while you maintain a Chokehold. However, you may release a Chokehold at any time. If your Damage or Peril Condition Track drops one or more steps negatively while you have a foe in a Chokehold, you immediately relinquish your hold.

DIRTY TRICKS (1 AP)

Grabbing a handful of sand or dirt, you fling it into your opponent's eyes to temporarily blind them.

Effect: When Engaged with a foe, make a Guile Test. If successful, your foe must Resist by making a successful Awareness Test or be temporarily Blinded.

While temporarily Blinded, your foe cannot Counterspell, Dodge or Parry until the beginning of their next Turn.

You can only use Dirty Tricks if you have a handful of sand, silt, dirt or something else to throw at your foe.

DISARM (1 AP)

With a weapon in-hand, you try to deprive your enemy of their only means of offense.

Effect: When Engaged with a foe, make a Coordination Test. If successful, your foe may attempt to Resist by making a successful Coordination Test or be temporarily Disarmed.

While Disarmed, your foe loses the weapon they were fighting with, it being thrown 3 yards away. In addition, your foe cannot use their primary hand to strike until the beginning of their next Turn.

KNOCKOUT! (1 AP)

Using a sap to the back of the head or a square punch to the jaw, you try rendering one enemy unconscious.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe is immediately Knocked Out.

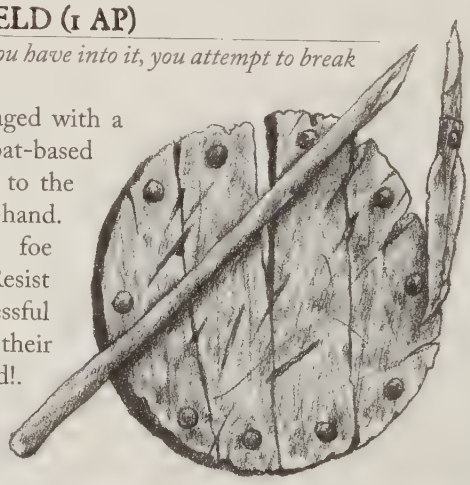
While Knocked Out, your foe immediately falls to the ground unconscious for a number of Turns equal to your [BB], and is left Helpless until they regain consciousness. In addition, they immediately suffer 2D10+your [BB] in physical Peril.

Only foes who are Defenseless or Helpless can be made victim to Knockout!. However, unique Talents or Traits may allow an attacker to use this in other circumstances.

SPLINTER SHIELD (1 AP)

Putting everything you have into it, you attempt to break and shatter shields.

Effect: When Engaged with a foe, make a Combat-based Skill Test, referring to the weapon you have in-hand. If successful, your foe can attempt to Resist by making a successful Toughness Test or their shield will be Ruined!.



While Ruined!, your foe's shield cannot be used to Parry melee or ranged weapons until repaired. Shields which are Castle-forged cannot be Ruined! in this manner.

You can only Splinter Shield when wielding a two-handed melee weapon or melee weapon with the Adaptable Quality.

STUNNING BLOW (1 AP)

With a kidney punch or a solid bludgeoning instrument, you strike to stun your opponent.

Effect: When Engaged with a foe, make an Athletics Test. If successful, your foe may attempt to Resist by making a successful Toughness Test or be Stunned.

While Stunned, your foe begins their Turn with 1 less AP until they successfully Resist at the beginning of their Turn to shake off the Stunned condition. A foe cannot be forced to suffer from multiple Stuns at once.

TAKEDOWN (1 AP)

You lurch forward attempting to knock your foe to the ground with a throw or by kicking their feet out from underneath them.

Effect: When Engaged with a foe, make a Coordination Test. If you use a Takedown at the end of a Charge, substitute Athletics in place of Coordination. If successful, your foe may attempt to Resist by making a successful Coordination Test or be made temporarily Prone.

While Prone, your foe drops to the ground until they Get Up. In addition, attackers add 1D6 Fury Die to Total Damage results they deal to a Prone foe.

SPECIAL ACTIONS

Special Actions are used to complete miscellaneous Actions that do not hinge on actually moving or making attacks. Interacting with the environment, shaking off the effects of Combat conditions and boosting the morale of allies constitute these sort of Actions:

CHANNEL POWER (1 AP)

Drawing deeper from the Æthereal Veil, you create a temporary tear through reality to boost your Magickal power.

Effect: Before or after the Difficulty Rating is called out by the GM, you may attempt to draw in more power from the Æthereal Veil to positively modify your Difficulty Rating to cast Magick. You must have your arcane tome or prayer book in-hand to Channel Power. Other limitations are covered in **Chapter 10: Grimoire**.

INSPIRING WORDS (1 AP)

You rally the morale of a comrade with a stirring speech.

Effect: Once during a combat, you may attempt a Leadership Test. Depending on where you are on the Damage Condition Track, the Difficulty Rating of the Leadership Test eases or gets worse:

- **Unharmed:** (Easy +20%) Leadership Test
- **Lightly Wounded:** (Routine +10%) Leadership Test
- **Moderately Wounded:** (Standard +/-0%) Leadership Test
- **Seriously Wounded:** (Challenging -10%) Leadership Test
- **Grievously Wounded:** (Hard -20%) Leadership Test

If successful, a number of allies equal to your [FB] who can clearly see and hear you, are immediately Inspired. While Inspired, allies temporarily add +1 to their Damage and Peril Thresholds. If your Leadership Test is a Critical Success, allies gain the aforementioned benefits and move one step up the Peril Condition Track positively. Allies gain the +1 benefit until the end of combat or until subjected to a Litany of Hatred or made victim to Stress, Fear or Terror. Finally, allies can only be made subject to Inspiring Words once during a combat.

You cannot use Inspiring Words if you are under the effects of Stress, Fear, Terror or a Litany of Hatred.

LITANY OF HATRED (1 AP)

You break the morale of your enemy by crying havoc!

Effect: Once during combat, you can attempt an Intimidate Test. Depending on where you are on the Damage Condition Track, the Difficulty Rating of the Intimidate Test eases or gets worse:

Unharmed: (Easy +20%) Intimidate Test

Lightly Wounded: (Routine +10%) Intimidate Test

Moderately Wounded: (Standard +/-0%) Intimidate Test

Seriously Wounded: (Challenging -10%) Intimidate Test

Grievously Wounded: (Hard -20%) Intimidate Test

If successful, a number of foes equal to your [FB] who can clearly see and hear you are immediately Intimidated. While Intimidated, foes temporarily suffer a -1 to their Damage and Peril Thresholds. If your Intimidate Test is a Critical Success, foes also move one step down the Peril Condition Track negatively. Foes suffer the -1 penalty until the end of combat or until Inspired with Inspiring Words. Finally, foes can only be made subject to a Litany of Hatred once during combat.

You cannot use a Litany of Hatred if you are under the effects of Stress, Fear or Terror.

LOAD (VARIES)

With haste, you prepare another shot.

Effect: Before you fire a ranged weapon, you must Load it with ammunition. Spend the requisite amount of APs to Load, as indicated within the ranged weapon's listing in **Chapter 7: Trappings**. However, you must have both hands free to Load a weapon. Once you begin to Load a weapon, you must finish loading before taking any other action. If you spend more than one Turn Loading a single weapon, you are left Defenseless during this time until you complete the Load action.

SUBDUE (1 AP)

You take precise aim or wait for the right moment to unleash an attack.

Effect: Before or after the Difficulty Rating of your Attack Action is called out by the GM, declare that you're attempting to Subdue a foe you're striking. The Damage you inflict with your Attack Action cannot inflict Injuries or cause the foe to Bleed. If the Damage you inflict would normally render the foe Slain!, they are Grievously Wounded instead, they suffer no Injuries and they cannot be made to Bleed. However, they are instantly Incapacitated! and made Helpless for a number of Turns equal to your [CB].

You cannot Subdue with a ranged weapon.

TAKE AIM (1 OR 2 AP)

You purposefully pull the blow from your attack to keep an opponent alive.

Effect: Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead.

You cannot Take Aim to Cast Magick.

WAIT (0 AP)

You place yourself into a watchful position, waiting for the circumstances of the fight to change and take advantage of.

Effect: When you Wait, you opt not to act when it is your turn on the Initiative Ladder, but hold your APs in reserve and act later in the Turn. You must act before your next Turn comes up in the Initiative Ladder; otherwise, you are no longer Waiting. Once you've acted, assume the new position on the Initiative Ladder. If you attempt to interrupt a foe's Turn, you must make a successful Scrutinize Test.

You cannot Wait to take two Turns back to back. You must use your Turn – or lose it – before your next Turn comes around in the Initiative Ladder.

USING OTHER SKILLS: While the Actions In Combat cover the most common actions that Characters take, you can use Skills in other creative ways. Once you've described what you wish to do, the GM will assign anywhere from 0 to 3 APs to commit to it. Actions that take longer than your Turn may cost more AP.

REACTIONS

Reactions are always used by Characters as a response to their enemy's attacks and movement or to defend themselves against the onslaught.

ASSIST (VARIES)

Sensing your ally needs help or is in danger, you immediately leap to their aid.

Effect: Whenever an ally is about to use an Action In Combat that requires a Skill Test, you help them succeed. Your GM will take under consideration the situation, the Distance between you and an ally and then assign the appropriate number of AP required to Assist. You are otherwise bound to the same rules for Assisted Skill Tests in **Chapter 2: How To Play**. An Assist never moves your Character a Distance of more than 1 yard. However, this provokes an Opportunity Attack if you leave an Engagement.

COUNTERSPELL (1 AP)

As you witness Æthereal energies coalesce into reality, you draw forth from the Æthereal Veil to counteract a Magick spell's effect.

Effect: Instead of Resisting a Magickal effect, you can attempt to Counterspell to entirely dispel it. Limitations are covered in **Chapter 10: Grimoire.**

DODGE (1 AP)

Using quick reflexes or out of desperation for lack of protection, you attempt to entirely avoid an oncoming attack by ducking out of the way.

Effect: When you are successfully struck by a ranged weapon but before Damage is determined, attempt a Coordination Test. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Dodge. More details on Dodging can be found later in this chapter.

You cannot Dodge when left Defenseless or Helpless, nor can you Dodge Called Shots. Finally, you cannot Dodge the effects of Perilous Stunts.

OPPORTUNITY ATTACK (0 AP)

You lash out with a quick, reactive attack against an exposed foe.

Effect: In specific situations (such as a foe moving away from you when Engaged in combat with them), make a free Melee Attack without spending APs. Your foe cannot Counterspell, Dodge or Parry this attack.

You cannot make Opportunity Attacks when left Defenseless, Helpless, on the ground Prone, while concentrating on Magick or with ranged weapons. Note that if you are not already armed with a weapon, you cannot draw one in order to make an Opportunity Attack (unless you elect to attack bare-handed).

PARRY (1 AP)

You raise a weapon or shield to deflect a blow.

Effect: When you are successfully struck by a melee weapon, but before Damage is determined, make a relevant Combat-based Skill Test, referring to the Skill required to use your melee weapon. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Parry. More details on Parrying can be found later in this chapter.

You cannot Parry when left Defenseless or Helpless, nor can you Parry Called Shots. However, if you're armed with a shield or weapon possessing the Protective Quality, you can Parry ranged-based Attack Actions. Finally, you cannot Parry the effects of Perilous Stunts. Note that if you are not already armed with a weapon, you cannot draw one in order to Parry an attack (unless you elect to Parry bare-handed).

RESIST (0 AP)

You attempt to withstand the effects of a Perilous Stunt, cast Magick or other effect.

Effect: When you are the victim of Perilous Stunts, Magick or other Talents and Traits that require a defender to withstand a special condition, make a relevant Skill Test, referring to the Skill indicated necessary to withstand the effects. If successful, you nullify the results entirely. If failed, you suffer them in kind (as per the description). If you Critically Succeed, you both nullify the results and move one step up the Peril Condition Track positively.

In cases where your Turn starts and you are currently suffering from the effects of a Perilous Stunt (such as being Choked), you can attempt to Resist once as your Turn begins. If successful, you recover from negative effects. If unsuccessful, you may attempt to Resist again at the start of your next Turn.

You cannot Resist when left Defenseless or Helpless.

Grover Caldwell is struck by a Stunning Blow. He fails to Resist, so upon his next Turn he starts with 2 APs. At the beginning of that Turn, Grover fails to Resist again, continuing to suffer from a Stunning Blow. At the beginning of his next Turn, Grover successfully Resists, recovering from Stunning Blow and now has 3 APs to use.

LITANY OF HATRED (1 AP)

You break the morale of your enemy by crying havoc!

Effect: Once during combat, you can attempt an Intimidate Test. Depending on where you are on the Damage Condition Track, the Difficulty Rating of the Intimidate Test eases or gets worse:

- **Unharmed:** (Easy +20%) Intimidate Test
- **Lightly Wounded:** (Routine +10%) Intimidate Test
- **Moderately Wounded:** (Standard +/-0%) Intimidate Test
- **Seriously Wounded:** (Challenging -10%) Intimidate Test
- **Grievously Wounded:** (Hard -20%) Intimidate Test

If successful, a number of foes equal to your [FB] who can clearly see and hear you are immediately Intimidated. While Intimidated, foes temporarily suffer a -1 to their Damage and Peril Thresholds. If your Intimidate Test is a Critical Success, foes also move one step down the Peril Condition Track negatively. Foes suffer the -1 penalty until the end of combat or until Inspired with Inspiring Words. Finally, foes can only be made subject to a Litany of Hatred once during combat.

You cannot use a Litany of Hatred if you are under the effects of Stress, Fear or Terror.

LOAD (VARIES)

With haste, you prepare another shot.

Effect: Before you fire a ranged weapon, you must Load it with ammunition. Spend the requisite amount of APs to Load, as indicated within the ranged weapon's listing in **Chapter 7: Trappings**. However, you must have both hands free to Load a weapon. Once you begin to Load a weapon, you must finish loading before taking any other action. If you spend more than one Turn Loading a single weapon, you are left Defenseless during this time until you complete the Load action.

SUBDUE (1 AP)

You take precise aim or wait for the right moment to unleash an attack.

Effect: Before or after the Difficulty Rating of your Attack Action is called out by the GM, declare that you're attempting to Subdue a foe you're striking. The Damage you inflict with your Attack Action cannot inflict Injuries or cause the foe to Bleed. If the Damage you inflict would normally render the foe Slain!, they are Grievously Wounded instead, they suffer no Injuries and they cannot be made to Bleed. However, they are instantly Incapacitated! and made Helpless for a number of Turns equal to your [CB].

You cannot Subdue with a ranged weapon.

TAKE AIM (1 OR 2 AP)

You purposefully pull the blow from your attack to keep an opponent alive.

Effect: Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead.

You cannot Take Aim to Cast Magick.

WAIT (0 AP)

You place yourself into a watchful position, waiting for the circumstances of the fight to change and take advantage of.

Effect: When you Wait, you opt not to act when it is your turn on the Initiative Ladder, but hold your APs in reserve and act later in the Turn. You must act before your next Turn comes up in the Initiative Ladder; otherwise, you are no longer Waiting. Once you've acted, assume the new position on the Initiative Ladder. If you attempt to interrupt a foe's Turn, you must make a successful Scrutinize Test.

You cannot Wait to take two Turns back to back. You must use your Turn – or lose it – before your next Turn comes around in the Initiative Ladder.

USING OTHER SKILLS: While the Actions In Combat cover the most common actions that Characters take, you can use Skills in other creative ways. Once you've described what you wish to do, the GM will assign anywhere from 0 to 3 APs to commit to it. Actions that take longer than your Turn may cost more AP.

REACTIONS

Reactions are always used by Characters as a response to their enemy's attacks and movement or to defend themselves against the onslaught.

ASSIST (VARIES)

Sensing your ally needs help or is in danger, you immediately leap to their aid.

Effect: Whenever an ally is about to use an Action In Combat that requires a Skill Test, you help them succeed. Your GM will take under consideration the situation, the Distance between you and an ally and then assign the appropriate number of AP required to Assist. You are otherwise bound to the same rules for Assisted Skill Tests in **Chapter 2: How To Play**. An Assist never moves your Character a Distance of more than 1 yard. However, this provokes an Opportunity Attack if you leave an Engagement.

COUNTERSPELL (1 AP)

As you witness Æthereal energies coalesce into reality, you draw forth from the Æthereal Veil to counteract a Magick spell's effect.

Effect: Instead of Resisting a Magickal effect, you can attempt to Counterspell to entirely dispel it. Limitations are covered in **Chapter 10: Grimoire.**

DODGE (1 AP)

Using quick reflexes or out of desperation for lack of protection, you attempt to entirely avoid an oncoming attack by ducking out of the way.

Effect: When you are successfully struck by a ranged weapon but before Damage is determined, attempt a Coordination Test. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Dodge. More details on Dodging can be found later in this chapter.

You cannot Dodge when left Defenseless or Helpless, nor can you Dodge Called Shots. Finally, you cannot Dodge the effects of Perilous Stunts.

OPPORTUNITY ATTACK (0 AP)

You lash out with a quick, reactive attack against an exposed foe.

Effect: In specific situations (such as a foe moving away from you when Engaged in combat with them), make a free Melee Attack without spending APs. Your foe cannot Counterspell, Dodge or Parry this attack.

You cannot make Opportunity Attacks when left Defenseless, Helpless, on the ground Prone, while concentrating on Magick or with ranged weapons. Note that if you are not already armed with a weapon, you cannot draw one in order to make an Opportunity Attack (unless you elect to attack bare-handed).

PARRY (1 AP)

You raise a weapon or shield to deflect a blow.

Effect: When you are successfully struck by a melee weapon, but before Damage is determined, make a relevant Combat-based Skill Test, referring to the Skill required to use your melee weapon. If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Parry. More details on Parrying can be found later in this chapter.

You cannot Parry when left Defenseless or Helpless, nor can you Parry Called Shots. However, if you're armed with a shield or weapon possessing the Protective Quality, you can Parry ranged-based Attack Actions. Finally, you cannot Parry the effects of Perilous Stunts. Note that if you are not already armed with a weapon, you cannot draw one in order to Parry an attack (unless you elect to Parry bare-handed).

RESIST (0 AP)

You attempt to withstand the effects of a Perilous Stunt, cast Magick or other effect.

Effect: When you are the victim of Perilous Stunts, Magick or other Talents and Traits that require a defender to withstand a special condition, make a relevant Skill Test, referring to the Skill indicated necessary to withstand the effects. If successful, you nullify the results entirely. If failed, you suffer them in kind (as per the description). If you Critically Succeed, you both nullify the results and move one step up the Peril Condition Track positively.

In cases where your Turn starts and you are currently suffering from the effects of a Perilous Stunt (such as being Choked), you can attempt to Resist once as your Turn begins. If successful, you recover from negative effects. If unsuccessful, you may attempt to Resist again at the start of your next Turn.

You cannot Resist when left Defenseless or Helpless.

Grover Caldwell is struck by a Stunning Blow. He fails to Resist, so upon his next Turn he starts with 2 APs. At the beginning of that Turn, Grover fails to Resist again, continuing to suffer from a Stunning Blow. At the beginning of his next Turn, Grover successfully Resists, recovering from Stunning Blow and now has 3 APs to use.

USING ATTACK ACTIONS

When a Character is armed with a melee or ranged weapon, the ability to strike and the Damage dealt is determined the same way. There are seven simple principles to resolving an Attack Action which results in Damage:

- Step I: Which Weapon?
- Step II: Total Chance For Success
- Step III: Make The Attack
- Step IV: Enemy Defends
- Step V: Roll Damage
- Step VI: Determine Damage Condition
- Step VII: Determine Injury

STEP I: WHICH WEAPON?

When a Character wishes to fight, they must first decide what kind of weapon to use and whether their foe is close enough to strike. Melee weapons are useful for those who like to get up close and personal, while ranged weapons serve the purposes of more cowardly (or some may say wiser) fighters. However, there are benefits and drawbacks, no matter the choice a Character makes when selecting and using a weapon.

What fighting style a Character uses is generally reflective of their Archetype, Profession or Social Class, taught at a formative age when they first learned to defend themselves against an unforgiving, grim & perilous world. Tutelage from a master swordsman is a relatively common practice amongst the Aristocracy and Warriors, whereas Knaves and the Lowborn may have taken their licks in the streets, fighting with clubs and rocks. No matter the instrument of death, all weapons confer general advantages and disadvantages, based on the type of weapon. Here are a few general distinctions:

MELEE WEAPONS

From a simple farmer's tool and splitting maul to a poisoned dirk and duelist's court sword, melee weapons are the most common type of hand weapons. They're typically cheap to purchase, easy to use and reliable even under the worst of conditions.

With a melee weapon, the attacker will make either a Simple Melee or Martial Melee Test, depending on the type of weapon they're armed with. For most melee weapons, the attacker must be Engaged, otherwise standing next to their intended target, in order to attack. While most melee weapons can only be used while Engaged, some may be used to attack foes outside of an Engagement, up to 1 yard away.

'UNARMED' ATTACKS: Not every fight necessarily has to boil down to outright murder. Underground pugilist clubs sponsored by the aristocracy, the tried and true tavern brawl, 'bridge wars' between rival guilds and sanctioned gladiatorial boxing matches are part and parcel of a grim & perilous world. There are also times when punishing someone for their transgressions with a solid smack to the jaw or the lashing of a whip is a better lesson to teach than spitting them on the end of your blade. Violence, while a very real threat, should not overshadow the more gentlemanly ways to settle a score. This style of fighting is an excellent way to take down an enemy without having to resort to a fight to the death.

Fists, head butts and kicks function as a bare-handed weapon, as indicated in **Chapter 7: Trappings**.

PRIMARY & OFF-HAND

You can wield any 2 one-handed weapons in combat. However, indicate on your Character Sheet under Background what your primary hand is. When striking with a weapon held in your off-hand, follow the standard rules for Attack Actions, but you must flip the results to fail. Should you possess the Ambidexterity Talent, you suffer no penalties to use your off-hand whatsoever.

While a favored option of other tabletop role-playing games, using two weapons in combat can be difficult for the GM to balance. We prefer a simpler method of application, taking under account the delicate balance of **ZWEIHÄNDER**'s game mechanics.

RANGED WEAPONS

Nothing like the **PLUNK!** of lead shot blasting through plate armor is more satisfying to the ear, save perhaps the resounding hum of an arrow as it shivers upon piercing the target's breastplate. Thrown axes, drawn bows and cranequin-driven crossbows can be incredibly deadly, albeit all taking time to reload between shots.

With a ranged weapon, the attacker will make either a Simple Ranged or Martial Ranged Test, varying by the kind of weapon they're wielding. Akin to melee weapons, the attacker must consider the range to their intended target when attacking with a ranged weapon. However, ranged weapons also possess further ranges to strike, called Distance. Distance is generally measured by the attacker's [PB], modified by the ranged weapon they're using. It represents the number of yards an attacker can accurately target a foe with their weapon:

Short Distance is the minimum range an attacker can stand away from a target without suffering additional penalty to their attack. This means that there must be a bare minimum of 1 yard between the attacker and the intended target. Each ranged weapon has an associated Short Distance as described in **Chapter 7: Trappings**. While at Short Distance, the attacker does not suffer any additional penalties to their attack roll.

- **Medium Distance** is equal to twice the Short Distance. This means an attacker can stand even further away from their intended target and fire effectively. While at Medium Distance, the Difficulty Rating becomes worse by one step on the Difficulty Rating Chart. This is dictated by the GM.

Long Distance is equal to three times the Short Distance. At this range, firing a ranged weapon and hitting the intended target can be considerably difficult. While at Long Distance, the Difficulty Rating becomes worse by two steps on the Difficulty Rating Chart. This is dictated by the GM.

Leopold Coventry has an arbalest crossbow, with a distance of 9+his [PB] in yards. His [PB] is 5, which means the crossbow's Short Distance is 14 yards. Leopold may fire his crossbow a distance of between 1 and 14 yards without the GM adjusting the Difficulty Rating. Its Medium Distance is 28 yards (14 x 2). So Leopold can fire his crossbow a distance of between 15 and 28 yards, but the Difficulty Rating would be made worse by one step. Its Long Distance is 42 yards (14 x3). Thus Leopold can fire his crossbow between 29 and 42 yards, but the Difficulty Rating would be made worse by two steps.

EXTREME DISTANCES: Distances for ranged weapons outside of Long Distance bear little use. At such ranges, a weapon cannot add any Fury Die to Damage. Maximum yardage in these cases is never in excess of four times the Short Distance range value for the weapon.

Although distance is always factor, there may be other reasons why the GM may make a ranged weapons' attack more challenging.

THROWN WEAPONS: Some ranged weapons possess the Throwing Quality. This means that these weapons can never be thrown further than the Distance listed; they always are at Short Distance and do not have a Medium or Long Distance value.

RANGED WHILE ENGAGED: Ranged weapons cannot be fired while Engaged with your enemies, unless it is a Gunpowder weapon.

STEP II: TOTAL CHANCE FOR SUCCESS

There are several key factors that may influence a Character's ability to successfully strike a foe with their attacks or evade their incoming blows. Positioning, ambient modifiers by their abilities and types of Actions can rapidly change the difficulty to strike enemies. These modifiers will depend on the Actions Characters use and the personal conditions they may be suffering from.

BASE CHANCE

Refer to the Combat Primary Attribute first, then add together the total Skill Ranks for the relevant Combat-related Skill in order to determine Base Chance. Depending on the weapon used, it will also influence Base Chance. For instance, an attacker cannot use the Martial Melee Skill when wielding a ranged weapon. In addition, some Talents or Traits may add a bonus to Base Chance. Similarly, an attacker may be suffering from an Injury or are lower on the Peril Condition Track negatively, which further penalizes their chances of success.

PERIL ADJUSTMENTS

When you are suffering from Peril, you must take this into consideration when the Difficulty Rating for Skill Tests are called out. For instance, you may have a total of three Skill Ranks in Simple Melee, but your Peril Condition Track forces you to ignore two Skill Ranks. Thus, you can only add one Skill Rank to your Base Chance.

Natasha Steeples is attempting to make a Melee Attack with a rapier. Her Primary Attribute in Combat is 45%, while she has a total of three Skill Ranks in Simple Melee. This results in a 75% Base Chance for success (45+10+10+10). However, Natasha is suffering from "Ignore 2 Skill Ranks" on the Peril Condition Track. This means that her Base Chance is now only 55% (45+10).

GM ADJUSTS DIFFICULTY RATING

Attack Actions and Perilous Stunts have a fixed Difficulty Rating of **(Standard +/-0%)**, but the GM may change it when the situation dictates. These circumstances are always the result of outside influences, used by the GM to either negatively or positively influence the outcome. For instance, should one side outnumber the other within an Engagement, it plays into their favor. Similarly, should an attacker find themselves firing into an Engagement where their intended targets stand amongst their own allies, it will work against them. The GM will impose these final bonuses or penalties and the results of these determine the Total Chance for success the attacker will need to meet. Should you be the attacker, your GM will tell you the Difficulty Rating. Similarly,

your GM will always announce the Difficulty Rating of the defender, adjudicated according to circumstances.

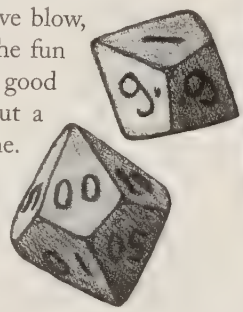
FINAL TALLY

Once these personal modifiers have been tallied by the attacker, the result determines the Total Chance for success to strike successfully.

Leopold Coventry is ready to attack the Footpad. Unfortunately, his target is standing among Leopold's allies. This will make it particularly difficult to get a shot in, requiring extreme precision. Should he Critically Fail, Leopold will strike one of his own allies The GM determines his Difficulty Rating is (Hard -20%).

STEP III: MAKE THE ATTACK

While Turns in combat adhere to a strict structure, your Character is constantly on the move – spinning this way to feint an attack, turning that way to position themselves for a better shot. It's that one attack, a final shot that makes all the difference as you make a decisive blow, finally rolling the dice. This is where the fun and excitement of combat comes in, as a good roll can turn the tide of the battle, but a poor roll can result in extreme misfortune. Much like other Skill Tests, the attack is resolved using the same rules covered in **Chapter 2: How To Play**.

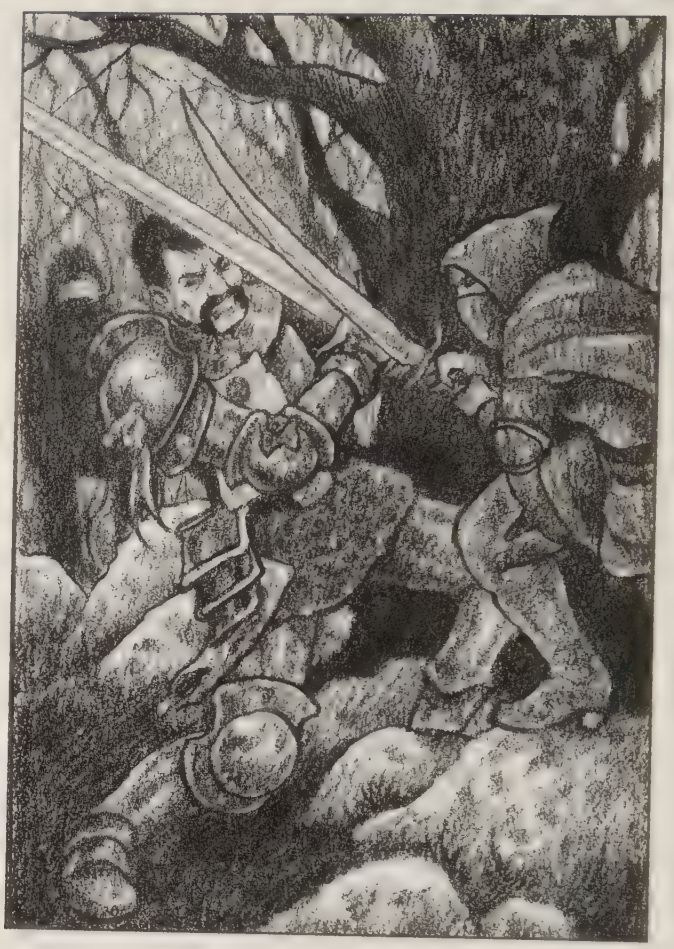


ROLL TO STRIKE

Once an attacker has considered what weapon they intend to use, what the Total Chance is, it's time to roll a D100. Should the result meet the Total Chance for success or result below it, the attack succeeds. Should the result exceed the Total Chance for success, the attack fails.

It is a good idea for players to announce the Total Chance for success before rolling a D100. The confusion of a fight and all of its related modifiers can sometimes confuse even the most level-headed of players. Conversely, the GM probably won't announce the Total Chance for success for the NPCs as this keeps players guessing and unaware of their foe's true capabilities.

Adding up all the modifiers, Leopold Coventry's Total Chance for success is 25% or below. Rolling the dice, he comes up with a 24 – barely succeeding – but still strikes the Footpad. If he had rolled a 26% or above, he would have failed.



MATCH – CRITICAL SUCCESS!

Some attacks allow an attacker to trigger a special effect when they roll a Critical Success with an Attack Action. In these cases, Talents, Professional and Ancestral Traits allow an attacker to incur a mechanical bonus or new effect, covered in its description. In cases where the attacker rolls a Critical Success to strike with an Attack Action or Perilous Stunt, the defender is left Defenseless to it. This means that they cannot Counterspell a Magick's effects, Parry melee Damage, Dodge ranged Damage, Resist Perilous Stunts or the effects of Casted Magick.

MATCH – CRITICAL FAILURE?

Rolling poorly with an attack has no immediate adverse effect. However, should an attacker roll a Critical Failure with any Attack Action or Perilous Stunt, it causes combat fatigue from overexertion. They automatically suffer 2D10+2 physical Peril.

STEP IV: ENEMY DEFENDS

Defenders in a fight are constantly on the move. They're maneuvering, side-stepping, bobbing and weaving around and jockeying for a better position. Should defender be aware and ready, they can attempt to turn away an attack.

DEFENDING: DODGE & PARRY

Should a defender wish to avoid an attack, they may try to avoid it by interposing their weapon or shield in front of them by Parrying or duck out of the way by Dodging. Providing they are not Defenseless or Helpless, a defender has two options:

DODGE RANGED WEAPONS: When you are defending and successfully struck by a ranged weapon, you can attempt a Coordination Test. The Test's Difficulty Rating is based on the Difficulty Rating of your foe's Attack Action and always translates into its opposite as a bonus or penalty. This means that if your foe's Attack Action has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Dodge is (Challenging -10%). If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Dodge. When defending yourself you cannot re-attempt to Dodge the same attack you just failed to Dodge.

> Leopold Coventry is instead hit by a ranged weapon thrown by the Footpad and wishes to Dodge out of the way. Fortunately, because Footpad's Difficulty Rating to attack was (Hard -20%), Leopold's Difficulty Rating to Dodge is (Easy +20%).

PARRY MELEE WEAPONS: When a defender is successfully struck by a melee weapon, they make a relevant Combat-based Skill Test, referring to the Skill required to use the weapon used to Parry with. The Test's Difficulty Rating is based on the Difficulty Rating of their foe's Attack Action and always translates into its opposite as a bonus or penalty. This means that if your foe's Attack Action has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Parry is (Challenging -10%). If successful, you avoid all Damage. If you Critically Succeed, you avoid all Damage and do not have to spend an AP to Parry. When defending yourself you cannot re-attempt to Parry the same attack they you just failed to Parry.

> Natasha Steeples is hit by the Cutthroat's rapier and she tries to Parry. However, because the Cutthroat's Difficulty Rating was (Challenging -10%), Natasha's Difficulty Rating to Parry is (Routine +10%).

If successful, the defender avoids all Damage. If they Critically Succeed, they avoid all Damage and don't have to spend an AP to Parry. A defender cannot re-attempt to Parry the same attack they just failed to Parry.

WEAPON SIZE & DIFFICULTY RATINGS: The size of a weapon or the form of the attack should be considered when a defender attempts to Parry. The GM may rule that Parrying a pole cleaver with a piddly shiv would warrant an (Arduous -30%) Difficulty Rating to Parry. Similarly, they may rule that a defender gets a better chance to Parry a mortuary sword with a zweihänder, changing the Difficulty Rating to (Routine +10%). In the case of Dodge, ducking out of the way from a flurry of arrows may be considerably more difficult than simply moving out of the way of a thrown bottle. The GM will always make these determinations on a case-by-case basis, changing the Difficulty Rating on the fly.

STEP V: ROLL DAMAGE

After you successfully strike and the foe fails to Dodge or Parry (or chooses not to defend), it's time to determine Damage. There are two specific considerations an attacker should make when determining how much Total Damage they deal:

Every Character deals out [CB] in Damage. After determining [CB], add a 1D6 Fury Die for the weapon (a property all weapons in **ZWEIHÄNDER** possess). The sum of [CB] and derived results of Fury Dice determines Total Damage.

Some weapons may possess a particular Quality which may change the way Damage is calculated. You can refer to these differences in **Chapter 7: Trappings**.

> Natasha Steeple successfully strikes with her rapier, which has the Finesse Quality. This means she refers to [AB] in Damage instead of [CB]. Her [AB] is 3 and she rolled a 1D6 Fury Die, resulting in face '6'. Natasha now adds 1D6 Fury Die, generating another face '6'. She rolls yet another Fury Die, resulting in face '3'. Natasha inflicts 18 Total Damage (3+6+6+3).

CALCULATE DAMAGE THRESHOLD

A defender always takes into consideration their Damage Threshold when they suffer Damage. It is derived from two sources. One is an instinctive drive, regardless of whether they are aware that they are being attacked or not, to avoid and withstand damage, the other is the simple protection provided by any armor worn. The first is each Character's [BB], the second is the defender's armor's Damage Threshold Modifier. Combined they make up each Character's Damage Threshold.

When an attacker strikes their target and after Total Damage is considered, the defender must now compare it to their Damage Threshold:

> The Cutthroat is wearing quilted armor, which has a Damage Threshold Modifier of 1. He has a Brawn Bonus [BB] of 6, thus his total Damage Threshold is 7 (1+6).

EQUAL TO OR BELOW DAMAGE THRESHOLD

If Total Damage is equal to or below the Damage Threshold, nothing happens. The defender's armor has provided sufficient protection or they have shrugged off the blow. Unhurt, they soldier on.

EXCEEDS DAMAGE THRESHOLD

When Total Damage is considered, treat it as such for purposes of determining Damage Threshold:

If Total Damage exceeds base Damage Threshold, the defender moves one step down the Damage Condition Track negatively.

If Total Damage exceeds 6+Damage Threshold, the defender moves two steps down the Damage Condition Track negatively.

If Total Damage exceeds 12+Damage Threshold, the defender moves three steps down the Damage Condition Track negatively.

If Total Damage exceeds 18+their Damage Threshold, the defender is instantly Slain!

Each level of Damage Threshold should be noted on the Character sheet as base Damage Threshold (Damage Threshold + 6/Damage Threshold + 12/Damage Threshold + 18). For example, if Damage Threshold is 10, it is recorded on a Character sheet as such: 10 (16/22/28).

The Cutthroat's Damage Threshold is 7 (13/19/25). Natasha inflicted 18 Damage, thus the Cutthroat is moved two steps down the Damage Condition Track.

STEP VI: DETERMINE DAMAGE CONDITION

Any time a Character suffers Damage that exceeds their Damage Threshold, the Player or GM must announce to the group where they are on the Damage Condition Track:

Unharmed

Lightly Wounded

Moderately Wounded

Seriously Wounded

Grievously Wounded

Slain!

The closer a Character gets to the bottom of the Damage Condition Track, the riskier things become. Injuries can occur within a specific threat range at misfortune's whim. If they reach the very bottom of the Damage Condition Track (Slain!), death is their reward.

STEP VII: DETERMINE INJURY

When a defender's Damage Condition Track drops to Moderately Wounded, Seriously Wounded or Grievously Wounded, they are at risk of suffering an Injury. In some cases, particular Talents or other Traits may make said Injuries more (or less) severe. Note that you are never at risk of suffering Injuries if you move up the Damage Condition Track; only when you move down the Damage Condition Track.

When a Character's Damage Condition track drops to Lightly Wounded, there is no risk of Injury. Once the Condition Track drops to Moderately Wounded, they must immediately roll a 1D6 Chaos Die. If the result is face '6', they suffer a Moderate Injury. When the Damage Condition Track drops to Seriously Wounded, they must immediately roll 2D6 Chaos Dice. If the results show one or more face '6', they suffer a Serious Injury. When the Damage Condition Track drops to Grievously Wounded, they must immediately roll 3D6 Chaos Dice. If the results show one or more face '6', they suffer a Grievous Injury, and once they reach Slain!, they're dead.

WHEN INJURY OCCURS

Every Injury has a specific penalty you'll incur and then suffer until you're Recuperated. Some Injuries can inflict permanent harm. The GM will assign or randomly determine which Injury the defender suffers from (referenced by the table in **Chapter 11: Game Mastery**). The kind of Injury is solely dependent on where the defender is on the Damage Condition Track. In addition, Characters also gain 3 Corruption for Moderate Injuries, 6 Corruption for Serious Injuries and 9 Corruption for Grievous Injuries. Treatment of Injuries are covered in **Chapter 9: Hazards & Healing**.

BLEEDING

When you suffer an Injury and are not wearing armor, you will begin to Bleed. When you Bleed, the countdown begins towards death.

While Bleeding, you cannot restore your Damage and Peril Condition Tracks positively. Should you continue to suffer from blood loss for a number of Turns greater than your [BB], you immediately bleed out and are Slain!. Further details regarding Bleeding are covered in **Chapter 9: Hazards & Healing**.

SACRIFICING FATE POINTS

Gods be damned if you're going out like that! When facing certain death, you can politely tap the shoulder of whatever god (or Abyssal Prince) who watches over you to intervene on your behalf.

At any point in time when you feel it's appropriate during a game session – even outside of combat – you may sacrifice 1 Fate Point to save yourself from being Slain! or to ignore any one Injury. Following the sacrifice, your GM may simply allow your Character to soldier onwards or have them fall unconscious. They'll decide what best fits the narrative.

Remember: Fate Points are a rare commodity, earned When your Order Rank grows or as a special reward by the GM. Sacrifice them wisely!

FINAL NOTE ABOUT COMBAT

Combat in **ZWEIHÄNDER** game is designed be exciting, riveting and brutal. Your GM will create tense and dramatic situations, pushing your Characters to the very edge. A variety of dynamic circumstances can rapidly change the battlefield conditions, presenting all-new challenges that require you to use Skill Tests beyond making attacks. You can use them to your advantage, such as leaping behind cover and using it to impede your enemy's attacks against you. At other times, these conditions can impose incredible difficulty upon all Characters, such as inclement weather rendering ranged weapons useless. Ask your GM about the environment you're fighting in, for opportunities that may pose benefits or drawbacks during battle. Be open, and remain alert for narrative cues the GM may present. Keeping tabs and paying close attention to these factors can give you circumstantial benefits and hamper your enemy's ability to overcome you and your allies.

HAZARDS & HEALING

In a grim & perilous world, Characters frequently find themselves in situations fraught with danger. They face sword blows from marauders and gunshots from highwaymen, the clawing of Orx and the toxic breath of mutants, but there are many other ways that they can perish. Raging infernos, drugged foods, exhaustion, plummeting from upon high and even the poisonous effects of alcohol can all whittle down the weary. If it were not for enterprising barber surgeons and apothecaries, the lichyards would be overflowing with the bones of the dead!

Categorized below are several types of natural hazards you will face in a game of **ZWEIHÄNDER**. They include Disease, Disorder, Extreme Weather, Falling, Fire, Intoxication, Poison, Sleep Deprivation, Starvation and Suffocation. The following outlines these hazards and related effects, along with how to recover steps on both your Damage and Peril Condition Tracks (as previously indicated in **Chapter 8: Combat**). Finally, 'Materia Medica' at the end of the chapter outlines how you can prepare medicines and other dangerous substances.

SUFFERING DAMAGE & PERIL

Some hazards inflict Damage or Peril. Unlike in combat, Damage cannot be Dodged or Parried, however it may be allayed in certain cases. Those situations are covered below, independent of this universal rule. Whenever Damage or Peril is considered, treat it as such for purposes of determining their related Thresholds:

DAMAGE

- If Total Damage inflicted exceeds base Damage Threshold, they move one step down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 6+Damage Threshold, they move two steps down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 12+Damage Threshold, they move three steps down the Damage Condition Track negatively.
- If Total Damage inflicted exceeds 18+Damage Threshold, they are instantly Slain!

PERIL

- If Total Peril inflicted exceeds base Peril Threshold, they move one step down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 6+Peril Threshold, they move two steps down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 12+Peril Threshold, they move three steps down the Peril Condition Track negatively.
- If Total Peril inflicted exceeds 18+Peril Threshold, they are instantly Incapacitated!

DISEASE

Death by sickness is a given in a grim & perilous world. An outbreak of sickness can sweep across the land, wiping out the weak and elderly. Many believe that illness is borne from impiety, a cruel curse waged upon the people by uncaring Abyssal demons and angry gods. The poor and unwashed beseech priests for benedictions, making petty sacrifices to please the gods. The middle class cling to apothecaries and barber surgeons, handing over whatever riches they have to alleviate themselves from pain. The rich look to physicians, trained in academies to lance boils, bleed sores and apply unguents. Universally, physicians are no more effective than barber surgeons when it comes to treating disease. Both produce quacks of all stripes, venal charlatans who are no different than buskers who roam the street. The only differences are the lack of funds in the case of a barber surgeon or a fancy certificate illustrating to would-be patients that their physician may be trusted. Priests simply believe both camps are apostates, as vivisection is widely regarded as bordering on heresy.

SPREAD OF DISEASE

Diseases can be spread in several ways. Each Disease has a specific case in how it can pass to a potential victim. While not wholly scientific, they may help give your Character a frame of reference to for when they perceive world (and all its superstitious ways) around them:

INGESTION: Eating befouled foods where a cook's wounds or sores have wept openly into the stew can result in contamination. Even though most adventurers take great pains to keep their foodstuffs from becoming moldy, they can still produce parasitic illnesses. The most common diseases spread through ingestion are Bloody Flux and Filth Fever.

MIASMA: Disease can be spread through 'night airs'; times of terrible pollution and the stench emitting from rotten trash or burnt plague victims. Passing through an area where miasma is present may precipitate Characters being exposed to disease. The most common diseases spread by miasma are Grey Plague and Red Death.

TOUCH: Disease can also be spread by contact. Traditionally, it requires the exchange of bodily fluids with the infected. However, some diseases are so aggressive that a mere touch could pass it to others. The most common diseases spread by touch are Orx-molt and Venereal Disease.

WOUNDING: The fetid and filthy claws of ghouls and other disgusting creatures can pass sickness through infected cuts and wounds. Should a wound prove bad enough to Injure a Character, it has a chance of passing a disease onwards. The most common diseases spread by wounding are Chaotic Rot and Tomb Rot.

DISEASE FORMAT

Every Disease in **ZWEIHÄNDER** is represented using this format:

RESIST: When exposed to a Disease, a Character must initially make a successful Toughness Test – with the Difficulty Rating indicated in its description – or else contract its effects. Its effects take place almost immediately and lasts over the course of its duration. However, if they Critically Fail the Toughness Test, a Character immediately suffers the effects and gains 3 Corruption.

DURATION: Most diseases have a set period of time during which their effects run. Once this duration is up, the effects go away. However, a rare few have a duration of 'until cured', which requires special treatment or circumstances to turn in your favor.

EFFECT: Over the course of the disease's duration, you must take into account its effects. It will also explicitly instruct you when to refer to its effects.

TREATMENT: The effects of diseases may be lessened in some cases through treatment and instructions on how to treat a patient are covered here. While some diseases will respond to treatment, not many can be cured. Any disease can immediately be cured after imbibing a rare Magickal cure-all called Panacea, which you'll learn more about in **Chapter 11: Grimoire.** Further, if you are suffering from multiple Diseases, each must be treated individually.

BLOODY FLUX

Blood in your feces, dehydration, general weakness and inability to focus are symptomatic of the Bloody Flux. Your stools become watery, causing your bowels to cramp in a most uncomfortable manner. The squalor found among the cities and soldiers' camps makes this uncomfortable Disease easier to spread from person to person. Blood sausages, spicy foods and eel pies are oftentimes prescribed to ward away its effects, along with a makeshift diaper to catch the sudden flows of excrescence that are the most obvious and noxious symptoms of the Bloody Flux.

Resist: (Trivial +30%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you awaken each day suffering 2D10+2 physical Peril.
Treatment: Unlike many other diseases, someone suffering from Bloody Flux can treat themselves. You must use a bottle of rotgut and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If you succeed at a (Trivial +30%) Toughness Test, you do not suffer its effects the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

CHAOTIC ROT

A terrible pox, the Chaotic Rot is inflicted upon innocent souls indiscriminately. It is considered to be one of the Abyssal Prince of Decay's greatest works, a terrible contagion spread by powerfully malign mutants. Characterized by bouts of forgetfulness that escalate into total memory loss, this ailment slowly rots the brain from the inside out. It is the most

ADDED HARDSHIP

Sometimes, the GM may adjust the Difficulty Ratings in this chapter. For instance, depending on the quality of the tools (or lack thereof), how sanitary (or flea-ridden) the conditions are where a procedure is taking place (preferably not bleeding on a donjon's floor) and whether you were wounded by unclean creatures or rendered in an unsanitary environment (such as a bog, sewer or midden), it may provide additional reasons to make your Heal Test more difficult.

rapacious of all diseases, one that not only eats the brain, but also eats at the soul. As the disease takes hold, the afflicted often either attempt to take their own lives to end the pain or seek succor from dark gods to lift this terrible sickness from them. Those who follow such a corrupted path risk a fate far worse than death.
Resist: (Arduous -30%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose one Skill Rank in any Skill of the GM's choice each week. Note that should you ever lose all of your Skill Ranks, you have two choices: your Character is Slain!, or is reduced to a creature of the GM's choosing.
Treatment: To have a chance at being treated, you must undergo psychosurgery once a week. Psychosurgery is fully covered later in this chapter. If they succeed at an (Arduous -30%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

FILTH FEVER

A terribly disgusting disease, it quickly debilitates those who are exposed to it. Wading through a midden or traipsing through bogs and sewers can expose would-be adventurers to Filth Fever. It inhibits the body's ability to recover appropriately and causes mental fortitude to grow more severe.
Resist: (Routine +10%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you cannot recover steps on your Peril Condition Track whatsoever.
Treatment: In order to treat a patient suffering from Filth Fever, a caregiver must have a Skill Rank in Heal, a dose of Mandrake Root and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Routine +10%) Heal Test, you do not suffer the effects for the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

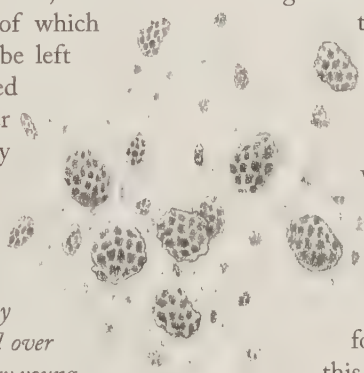
GREY PLAGUE

Sometimes also referred to as 'greyscale', the Grey Plague is a relentless disease. It tends to take hold over those who live in damp conditions, affecting the very young or very old. The afflicted exhibit oddities upon their flesh, hardening their skin like thin scales – thus its namesake. It leaves limbs dead and atrophied, causes feverish episodes periodically and even moments of epilepsy before the offending limbs must be removed. For all of its victims, it is a death sentence – albeit a slow, painful one. Cowbells and personal clappers are often forced upon its victims, to warn others of their dire illness as they go about their suffering.

Resist: (Challenging -10%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose 3% Agility each week.
Treatment: In order to treat a patient suffering from the Grey Plague, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a vial of holy water and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Challenging -10%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

ORX-MOLT

Orx-molt is a frightening consequence of the violence Orx bring upon civilized society. This body-wracking disease is spread by Orx-spore, commonly found growing in WAAAR! Horde encampments. Once its spores settle into wounds, it begins to quickly grow across the body, as tiny 'shelves' of fungi fester in the mucus membrane and sprout from embarrassing orifices. It is not easily treated, and those who are killed by other means are revived by it, as they literally slough off their old flesh and emerge into the form of a vile Low Orx.
Resist: (Standard +/-0%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently gain 1 Chaos Rank each week. If you suffer a Disorder during this time, you are instead Slain! and arise upon the new moon as a Low Orx.



Treatment: In order to treat a patient suffering from Orx-Molt a caregiver must have a Skill Rank in Heal, have access to surgical tools, a quintessence of Royal Water and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Standard +/-0%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

RED DEATH

The Red Death propagates indiscriminately, a violent disease that sickens – and kills – all it infects. Unlike other maladies, it is more insidious and soul-corrupting than any other. It devours both the flesh and the mind, driving even the most level-headed insane with visions in their sleep. Nightmares eventually give way to physical symptoms. Over the course of a few short weeks, hemorrhaging erupts beneath the armpits, around the neck and below the eyes. The eyes and other open sores begin to 'weep' blood. Victims of the Red Death tend to take their own lives at this point,

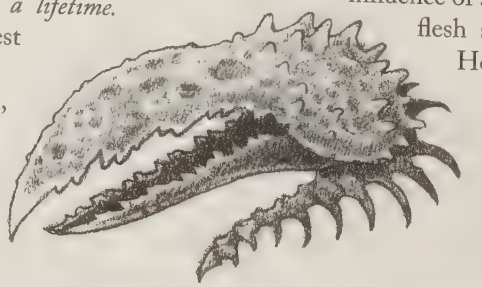
given the grotesquery they have become. Finally, the afflicted loses the ability to breath, with death a certainty afterwards.
Resist: (Hard -20%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently gain 1 Chaos Rank each week. If you suffer a Disorder during this time, you are instead Slain! and arise upon the new moon as a Reanimated Corpse.
Treatment: In order to treat a patient suffering from Red Death, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a crystal of cinnabar and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Hard -20%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

TOMB ROT

Only the foolhardy contract this illness. It is particularly found and spread by would-be adventurers and inexperienced grave robbers. Infection is a tell-tale sign to healers that their patient is likely a criminal who is guilty of at least attempting to rob the dead of their jewels and belongings. Worse still, Tomb Rot is also passed by the corruptive touch of Supernatural creatures and lycanthropes, their filthy claws and nails harboring this Disease. It serves as a reminder that death's touch curses all and that no one can escape Her scythe.
Resist: (Easy +20%) Toughness Test
Duration: 1D10+1 days
Effect: Over the course of the duration, you cannot recover steps on your Damage Condition Track whatsoever.
Treatment: In order to treat a patient suffering from Tomb Rot, a caregiver must have a Skill Rank in Heal, a sprig of wolfsbane and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at an (Easy +20%) Heal Test, you do not suffer the effects for the following day. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.

VENEREAL DISEASE

There are many names for these sort of illnesses – the clap, sailor's pain, the drip, great pox or hot piss – all evocative in their own way, but the resulting discomfort is generally the same. Its treatment sometimes involves using an iron catheter to insert mites and lice into the genitalia. Terribly embarrassing and potentially fatal, Venereal Disease can persist over a lifetime.
Resist: (Standard +/-0%) Toughness Test
Duration: Until cured
Effect: Over the course of the duration, you permanently lose 3% from Brawn every week.
Treatment: In order to treat a patient suffering from Venereal Disease, a caregiver must have a Skill Rank in Heal, have access to surgical tools, an ampule of Quicksilver and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour. If they succeed at a (Standard +/-0%) Heal Test, you do not suffer the effects for the following week. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not.



DISORDER

Medicine is esoteric, as are the ways of the mind. More often than not, the afflicted are simply locked away, dashed over the rocks of a high sea-side cliff or condemned by would-be Inquisitors as prisoners of a sort. Eradicating Disorders is not unheard of, but success is a rare outcome. At worst, attempts to cure a Disorder send the mad spiraling further down into their Disorders, ever closer towards the brink of utter damnation.

There are two known ways to help the sick reverse some of the damage inflicted upon their fragile minds; the first is suppression and the second is psychosurgery.

SUPPRESS DISORDER

All manner of drugs wrought from mercury, snake oil and other odd remedies have been prescribed by would-be apothecaries and charlatans to treat Disorders. Imbibing rare liquid metals have worked in some cases, while poisoning others to death. Resting with a red hen at your side in bed may seem like quackery, but patients note they gain some relief at times from such absurd prescriptions! However, no chemical or herbal concoction can truly cure a Disorder. At best, they can suppress a Disorder's effects for a time, such as through the use of Quicksilver.

After injecting an ampule of Quicksilver, you may ignore a Disorder's effects for 24 hours, but immediately suffer 1 Corruption.

PERFORM PSYCHOSURGERY

Through a most heinous and barbaric practice, some physicians – and even barber surgeons – have managed to cure Disorder through ablation of the flesh. Using all manner of deadly instruments, they can attempt to 'bleed out', or corkscrew their way into the patient's brain. Seepage of the internal fluids may draw out the corruptive influence of a Disorder, cutting away at the mutated flesh as a way to purge it from the body. However, it can do irreparable damage… which may lead to death anyway.

A Disorder or Chaotic Rot can be treated by a surgeon with a successful Heal Test. A patient may only be treated in this manner once

a week, no matter whether it is successful or not. However, the more Chaos Ranks the patient has gained, the worse the Difficulty Rating of the Heal Test gets:

- **0 to 1 Chaos Ranks:** (Trivial +30%) Heal Test
- **2 Chaos Ranks:** (Easy +20%) Heal Test
- **3 Chaos Ranks:** (Routine +10%) Heal Test
- **4 Chaos Ranks:** (Standard +/-0%) Heal Test
- **5 Chaos Ranks:** (Challenging -10%) Heal Test
- **6 Chaos Ranks:** (Hard -20%) Heal Test
- **7 to 9 Chaos Ranks:** (Arduous -30%) Heal Test

To have a chance at performing psychosurgery, a surgeon must have a Skill Rank in Heal, have access to surgical tools, an ampule of Quicksilver, a bottle of leeches and a Bandage (all of which are expended as part of the treatment) and be left uninterrupted for at least 1D10+1 hours. The patient must convalesce for 1D10+1 days following psychosurgery, regardless of success or not.

If treated with a successful Heal Test, the patient's Chaos Ranks are reduced to zero and the Chaotic Rot they are suffering from is cured. A Critical Success has the same results as above, while also curing their Disorder. Failure results causes the victim to permanently lose 9% Willpower, whereas a Critical Failure causes the patient to be Slain! immediately.

EXTREME WEATHER

Your adventures in a grim & perilous world will take you far beyond the safety of the town gates. Beasts of an older age, sanctimonious zealots and ruthless bailiffs harry the road at all corners. But beyond the reach of a monster's claw and the tip of a highwayman's sword lay a more natural but honest opponent – the world around you. A terrible storm may befall you and your comrades, proving to be as formidable as a miserly tax collector with hired swords lying in wait to extort your hard-earned silver from your bruised hands.

FROSTBITE

Frostbite typically occurs as the result of becoming Incapacitated! while in tundra-like conditions. Once you suffer from Frostbite, you can no longer recover steps on your Damage and Peril Condition Tracks by normal means. You also run the risk of losing fingers, toes or even whole appendages. It can only be treated by a trained healer.

TREAT FROSTBITE

Frostbite can be treated by a healer with a successful Heal Test. You may only be healed in this manner once every hour, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Unharmed:** (Easy +20%) Heal Test
- **Lightly Wounded:** (Routine +10%) Heal Test
- **Moderately Wounded:** (Standard +/-0%) Heal Test
- **Seriously Wounded:** (Challenging -10%) Heal Test
- **Grievously Wounded:** (Hard -20%) Heal Test

In order to treat a patient suffering from Frostbite, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a Bandage (which is expended as part of the treatment), a lit campfire and be left uninterrupted for at least 1 hour. If the patient has any untreated Grievous Injuries, they must be attended to first before being having the Frostbite treated.

With a successful Heal Test, Frostbite goes away and you can begin to recover steps on your Damage and Peril Condition Tracks normally. A Critical Success causes your Frostbite to go away and you move one step up the Damage and Peril Condition Tracks positively. Failure results in the loss of 1D6-1 fingers or toes. For every toe lost, you permanently lose 1% Brawn. If you lose all toes, you gain the Veteran's

Boot Drawback. For every finger lost, you permanently lose 1% Agility. If you lose all fingers, you gain the Veteran's Hand Drawback. A Critical Failure causes you to lose a whole foot or hand regardless, as you immediately suffer either the Veteran's Boot or Veteran's Hand Drawback.

If a successful treatment isn't provided for Frostbite within 24 hours, you automatically gain either the Veteran's Boot or Veteran's Hand Drawback.

HEATSTROKE

Heatstroke typically occurs as the result of becoming Incapacitated! while in desert-like or high heat conditions. Once you suffer from Heatstroke, you can no longer recover steps on your Damage and Peril Condition Tracks by normal means. You also run the risk of damaging your brain. It can only be treated by a trained healer.

TREAT HEATSTROKE

Heatstroke can be treated by a healer with a successful Heal Test. You may only be healed in this manner once every hour, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Tracks, the worse the Difficulty Rating of the Heal Test gets:

Unharmed: (Easy +20%) Heal Test

Lightly Wounded: (Routine +10%) Heal Test

Moderately Wounded: (Standard +/-0%) Heal Test

Seriously Wounded: (Challenging -10%) Heal Test

Grievously Wounded: (Hard -20%) Heal Test

In order to treat a patient suffering from Heatstroke, a caregiver must have a Skill Rank in Heal, Smelling Salts, a jug of water (which are both expended as part of the treatment) and be left uninterrupted for at least 1 hour.

With a successful Heal Test, Heatstroke goes away as you awaken and can begin to recover steps on your Damage and Peril Condition Tracks normally. A Critical Success causes your Heatstroke to go away and you recover one step up the Peril Condition Track positively. Failure results in damaging your brain, as you permanently lose 3% Willpower. A Critical Failure causes you to immediately suffer the Dunderhead Drawback. If you already have this Drawback, you permanently lose 6% Willpower.

If a successful treatment isn't provided for Heatstroke within 24 hours, you are Slain! instead.

FALLING

Clinging perilously to the side of a tower, you climb further and further upwards. Ever-distant is the top-most edge, rimmed with grotesque gargoyles watching you with malevolent grins. One small misstep and you'll be worm food.

FALL ONTO A HARD SURFACE

Depending on the distance, you suffer Damage equal to 1D10+the number of yards you fell. This ignores any Damage Threshold Modifier your armor may confer. Unlike Damage done during combat, you do not suffer Injuries from a fall. Should you fall a number of yards in excess of 3+your [BB], you must succeed at an (Arduous -30%) Toughness Test or else be Incapacitated! from the fall, unable to walk or use Movement Actions until your Damage & Peril Condition Tracks are restored to Unhindered and all Injuries fully Recuperated from.

Hamish Claviger Critically Fails an Athletics Test to climb up a nearly-sheer cliff and plummets towards his doom. He falls 15 yards, and suffers 1D10+15 Damage. As Hamish's [BB] is equal to 7 (3+[BB] of 4), he must succeed at a Toughness Test to withstand being Incapacitated!, unable to walk away from the fall.

FALL INTO WATER

If you fall into water that is at least half as deep as the distance you fell, reduce the yards you fell by 9 for purposes of lessening Damage you suffered (to a minimum of 1 yard).

Leopold Coventry Critically Fails an Athletics Test to climb the walls of a castle and falls back down into the moat. This may cushion his fall. He falls 15 yards and the water is easily 8 yards or deeper. Normally, he would have suffered 1D10+15 Damage. Instead, the GM adjusts the Damage to 1D10+6 as if Leopold fell 6 yards.

FIRE

Fire cooks food and warms homes, but it can also ravage houses, raze settlements and be used for torture. Survivors end up mutilated and grotesque, their skin burned nearly down to the bone. Over time, the flesh may mend, but the scars will always remain.

AVOIDING FLAMES: Whenever you are first exposed to fire and every minute thereafter, you must succeed at a Coordination Test. The ferocity of the fire sets the Difficulty Rating for Resisting its effects. If you succeed, you pat out the flames and move onwards. If you Critically Succeed, you may automatically succeed at the next Coordination Test you make while avoiding the flames. If you fail the Test, you are exposed to flames and suffer Damage. However, if you Critically Fail this Test, you are both exposed to flames and set On Fire. Damage caused by Fire doesn't inflict Injuries.

MILDLY DANGEROUS

Examples of mildly dangerous fires include candles, cooking oil, hot coals and lamps.
Resist: (Routine +10%) Coordination Test
Effect: You immediately suffer 1D10+1 Damage from fire.

MODERATELY DANGEROUS

Examples of moderately dangerous fires include camp fires, bottle bombs, hearths and burning torches.
Resist: (Standard +/-0%) Coordination Test
Effect: You immediately suffer 2D10+2 Damage from fire.

SERIOUSLY DANGEROUS

Examples of seriously dangerous flames include boiling oil used during a siege, burning buildings, forest fires and massive conflagrations.
Resist: (Challenging -10%) Coordination Test
Effect: You immediately suffer 3D10+3 Damage from fire.

ON FIRE: Unlike Damage in combat, you do not suffer Injuries from fire, but still face the potential for a fiery demise.

Whenever a Character is exposed to fire and their condition on the Damage Condition Track drops to Lightly Wounded, there is zero risk for being set On Fire. Once their condition on the Damage Condition Track drops to Moderately Wounded, they must roll a 1D6 Chaos Die. When their condition on the Damage Condition Track drops to Seriously Wounded, they must roll 2D6 Chaos Dice or 3D6 Chaos Dice when their condition on the Damage Condition Track drops to Grievously Wounded. If the result is one or more face '6' on any of the Chaos Dice, they are On Fire.

Whenever you are On Fire, you immediately suffer 3D10+3 Damage and every minute thereafter.. Immersing yourself in water or smothering the fire with a heavy blanket immediately ends this condition.

INTOXICATION

In a grim & perilous world, it is not uncommon for Characters to drown their sorrows in the depths of a bottle. Some get stinking drunk, relieving themselves openly in public (or in their pants). Others grow increasingly belligerent, picking fights with anyone who looks at them the wrong way. The introspective attempt to pontificate upon the mysteries of the world and philosophize openly with those nearby (much to the chagrin of friends and strangers). One thing is a certainty: many questions but few answers have been found at the bottom of a cup. Why adventurers continue to subject themselves to the demon drink is hard to say. It may provide fleeting joy, but remains a poor excuse for a cure.

LIQUID COURAGE

For every hour you drink, make a Toughness Test based on what you're imbibing (with the Difficulty Rating becoming worse for each hour you drink). This means if you drank wine on the first hour, it would be a (Standard +/-0%) Toughness Test, but for the second hour it would be (Challenging -10%), the third hour (Hard -20%) and so on. If you mix different alcohols, assume the worst of the two or more types of liquor you drank. Failure results in Intoxication, whereas a Critical Failure results in becoming immediately Incapacitated! from Intoxication. You may always choose to automatically fail your Toughness Test to become Intoxicated, however.

Cheap wine: (Easy +20%) Toughness Test

Mead: (Routine +10%) Toughness Test

Good wine or rotgut: (Standard +/-0%) Toughness Test

Spirits: (Challenging -10%) Toughness Test

Dwarven beer: (Hard -20%) Toughness Test

While Intoxicated, you gain a +3 Damage Threshold, immediately suffer 3D10+3 physical Peril and 1 Corruption. Intoxication lasts for six hours. If for some reason you are Incapacitated! while Intoxicated, you fall unconscious for six hours. You cannot recover your Peril Condition Track for 24 hours after being Intoxicated, as you suffer from a hangover.

POISONS

It is commonly said that Poison is the weapon of women, the craven and eunuchs. It's also the weapon of choice for sophisticated assassins who wish to kill their targets with the least fuss possible. Slayers even make use of Poisons, using them to render creatures either paralyzed or dead. However, some can produce euphoric effects, enhancing the abilities of Characters, but at the cost of potential addiction. While some Poisons can be cured with an antidote, others simply have no antidote and victims of such Poisons have no choice but to suffer and wait out their effects.

POISON USE: Unless otherwise noted, all Poisons can be placed into food in liquid form or applied to a weapon when rendered into a paste. However, Poisons evaporate within three hours when exposed to open air.

There are three main families of Poisons, with many subtypes of Poisons belonging to each:

DELIRIANTS

Deliriants are made from plant materials by apothecaries looking to make a quick handful of coins. Deliriants are all hallucinogenic, abused by those seeking to escape the world around them in a drug-induced haze. Deliriants are seriously habit-forming, mind-altering and potent enough to possibly kill their users. However, most Deliriants provide a modicum of benefit and are used by aspirants of strange cults, administered as treatments for the insane and taken by dervishes or other marauders to withstand pain. However, this comes at the cost of potentially maddening influence.

EXPOSURE TO DELIRIANTS: The effects of a Deliriant immediately take hold within 1 hour of ingestion. For each dose taken, you suffer 1 Corruption. In addition, each dose dulls your senses while putting you at risk for paralysis.

When under the influence of one dose, treat all failed Perception-based Skill Tests as Critically Failed instead. When under the influence of two doses, you suffer the same effects as above and treat all failed Willpower-based Skill Tests as Critically Failed instead. When under the influence of three doses, you suffer the same effects as above and treat all failed Brawn-based Skill Tests as Critically Failed instead. If for some reason you are Incapacitated! while exposed to a Deliriant, you fall unconscious for six hours. Afterwards, your Peril Condition Track is not restored as if you had rested.

There is no known cure to break the hold of a Deliriant. It must simply run its course. Note that Deliriants only affect living victims; creatures that are classified as Abyssal or Supernatural are unaffected.

BLACK LOTUS

This Deliriant is a powerful opiate, found deep in the jungles and forests of the world. It is either smoked or ingested, causing moderate hallucinations. It opens the mind and psyche to visions. If taken in large enough doses, it can prove fatal.

Effect: When affected by one dose, add a +10% to Willpower for three hours. When affected by two doses, add a +20% to Willpower for six hours. When affected by three doses, add a +30% to Willpower for nine hours.

MANDRAKE ROOT

Thought to be the only anthropomorphic root in the world, it has a notorious 'scream' whenever it is plucked from faerie circles. Wilderness folk are careful to plug their ears with wax before pulling it from the ground, as it is well known that this scream can kill a man. The root is incredibly powerful, well-regarded by doctors as a treatment for curing the insane. It is also a powerful reagent used by occultists for their profane Magicks.

Effect: When affected by one dose, add a +1 to Peril Threshold for three hours. When affected by two doses, add +2 Peril Threshold for six hours. When affected by three doses, add +3 Peril Threshold for nine hours.

RED CAP MUSHROOM

These hallucinogenic mushrooms are highly sought after by Orx, marauders and sportsmen alike. Ingesting these fungi can arouse frenzy, rendering pain impotent as the imbiber becomes 'mad as a hatter'.

Effect: When affected by one dose, add +1 to Damage Threshold for three hours. When affected by two doses, add +2 Damage Threshold for six hours. When affected by three doses, add +3 Damage Threshold for nine hours.

TOXINS

Toxins are produced by combining rare chemicals and plant matter, carefully mixed in an alchemist's laboratory. While not as powerful as Venoms, this class of Poison is manufactured to affect specific creatures' physiology. Geared specifically for those creatures, they otherwise cause stomach pains with those they're not designed to affect. Hedgewise and Apothecaries produce Toxins, with Slayers as their primary clientele.

EXPOSURE TO TOXINS: When coming into contact with a Toxin, you must attempt to withstand being Poisoned for each dose suffered. If you come into contact with one dose, it requires a (Routine +10%) Toughness Test. If coming into contact with two doses, it requires a (Standard +/-0%) Toughness Test. If in contact with three doses, it requires a (Challenging -10%) Toughness Test. Upon failure, you suffer the effects as outlined. However, should a victim ever Critically Fail their Toughness Test to withstand Toxins, you are Slain! once the Toxin runs its course.

There is no known cure to break the hold of a Toxin. Its effects must simply run their course.

ANIMALBANE

The most common of Toxins, it is used to drive away or subdue wild animals. In larger doses, it can calm an animal ready for the kill.

Special: Only affects creatures classified as an Animal

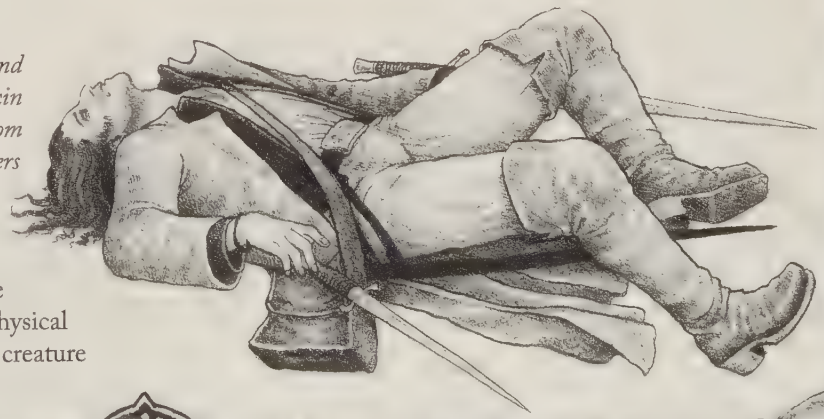
Effect: If subjected to one dose, it immediately causes the creature to flee for one minute. If subjected to two doses, it immediately causes the creature to flee for two minutes and reduce its Movement by 6. If subjected to three doses, the creature cannot use Movement Actions as it is paralyzed for three minutes.

BEASTBANE

Ancient creatures stir in this world. While sword and gunshot may drive them away temporarily, this Toxin is used by Slayers to banish them permanently from this world. It inflicts crippling paralysis and renders the beast unable to withstand the death blow.

Special: Only affects creatures classified as a Beast

Effect: If subjected to one dose, it causes the creature to immediately suffer 1D10+1 physical Peril. If subjected to two doses, it causes the creature to immediately suffer 2D10+2 physical Peril. If subjected to three doses, the creature immediately suffers 3D10+3 physical Peril.



BLACKROOT

This Toxin is the hammer and shield against the mutant incursion. Much like Folkbane, it is attuned to attack the nervous system of Goblins, Orx and Skrzzak alike. Black as midnight and thick as molasses, it has the taste of buttery syrup to all other Ancestries. But for Mutants, it is death in a bottle.

Special: Only affects creatures classified as a Mutant

Effect: If subjected to one dose, it immediately causes the creature unable to use Reactions for one minute. If subjected to two doses, it causes the creature unable to use Perilous Stunts or Reactions for two minutes. If subjected to three doses, it causes the creature unable to use Movement Actions, Perilous Stunts or Reactions for three minutes.

DEMONBANE

Demonbane is one of the only ways to ward off creatures from beyond this world. With a pungent stench of rotten eggs and sulfur (much like the foes it seeks to ward away), it is secreted away by inquisitors and exorcists, as it is expensive and rare.

Special: Only affects creatures classified as Abyssal

Effect: If subjected to one dose, it causes the creature to immediately suffer 1D10+1 physical Peril. If subjected to two doses, it causes the creature to immediately suffer 2D10+2 physical Peril. If subjected to three doses, the creature immediately suffers 3D10+3 physical Peril.

FOLKBANE

This particular Toxin arrests the nervous system of the major Ancestries. Arresting the limbs and nerves, it can almost instantly debilitate and kill with the right dosage.

Special: Only affects creatures classified as a Humanoid (including player Ancestries)

Effect: If subjected to one dose, it immediately causes the creature unable to use Reactions for one minute. If subjected to two doses, it causes the creature unable to use Perilous Stunts or Reactions for two minutes. If subjected to three doses, it causes the creature unable to use Movement Actions, Perilous Stunts or Reactions for three minutes.

GRAVEROOT

Graveroot is yielded from a brew made from the roots of trees which have been planted at the head of a grave, plus wolfsbane and other rare herbs. It is an anathema to the unliving.

Special: Only affects creatures classified as Supernatural

Effect: If subjected to one dose, it immediately causes the creature to flee for one minute. If subjected to two doses, it immediately causes the creature to flee for two minutes and reduce its Movement by 6. If subjected to three doses, the creature cannot use Movement Actions as it is paralyzed for three minutes.

VENOM

Venoms are milked from various creatures, carefully harvested by beast tamers who capture and raise these creatures for this singular purpose. Traditionally, venoms are used to debilitate or kill their victims. They are extremely potent and costly to collect or purchase.

EXPOSURE TO VENOMS: As soon as you come into contact with a Venom, the effects immediately take hold – no matter how many doses a victim is exposed to. However, if they Critically Fail to Resist the effects of Venom, they are Slain! Immediately.

The effects of most Venoms on a living victim can be immediately cured by administering a single dose of Antivenom to them. Antivenom can be applied universally, nullifying any Venom's deadly effects.

SCORPION VENOM

This particular venom is milked from the stinger of nine scorpions. Handlers of these particular venoms must take great care to not be stung themselves, lest they alike suffer the effects in kind. The sting of this venom immediately paralyzes the nervous system of its victims, which can lead to their death.

Resist: (Standard +/-0%) Toughness Test

Effect: When subjected to scorpion venom, the victim must flip the results to fail any Skill Test which relies on sight. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], they are Slain! immediately.

SNAKE VENOM

Snake venom is easy to come by, given the number of Poisonous snakes in swamps and fields. Pit vipers, cottonmouth and water moccasins are the most common species of snake captured for their venom. It leaves its victims in a fever dream, until they expire from pain.

Resist: (Challenging -10%) Toughness Test

Effect: If subjected to snake venom, the victim is left Incapacitated! and cannot recover their Peril Condition Track by any means. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], they are Slain! immediately.

SPIDER VENOM

Only the deadliest of spiders can yield this venom. Taken from their glands, it must be harvested from at least nine spiders to create one usable dose. Spider venom leaves its victims delirious, unable to protect themselves. Eventually, it can lead to death from delirium.

Resist: (Routine +10%) Toughness Test

Effect: When subjected to spider venom, the victim cannot move whatsoever, left Helpless from paralysis. If not given an Antivenom within a number of hours equal to or less than the victim's [BB], death is imminent.

SLEEP DEPRIVATION

All living, breathing creatures must sleep. It is the primary requirement to recover on the Peril Condition Track.

If awake for more than 24 hours, you cannot recover from Damage or Peril until after you've slept six hours. For every 24 hours that pass, you suffer 2D10+2 mental Peril. Once reaching Incapacitated!, you fall unconscious until awakening 24 hours later. After resting, your Peril Condition Track recovers completely.

STARVATION

Living creatures must eat and drink to survive. Whether eating links of blood sausages, a head of cabbage with gravy, pork belly with radishes or even a bowl of watery soup, all living creatures need sustenance. Food and water is not always easy to come by. In extreme circumstances, they may resort to eating spoiled fruit, tree bark, plant roots, their own belt or shoes. In the worst of cases, they may even turn on themselves, consuming the flesh of their own kind (or when all else fails, eat themselves).

HUNTING & FORAGING: You can spend 1D10+1 hours tracking down animals, gathering berries, stocking up on water and other edibles. This gives enough days of food equal to your [PB], provided you succeed at a Survival Test. Naturally, some environments yield limited amounts of water and food, or even none at all.

You must eat at least one meal per day, consisting of at least bread and water. For each day that a meal is not eaten, you cannot recover from Damage or Peril until after you've eaten. In addition, you suffer 2D10+2 physical Peril if you don't eat daily. Should you continue not eating for a number of days greater than your [BB], you are Slain!.

SUFFOCATION

There are several cases where a person can suffer from asphyxiation. Choking in heavy smoke, being drowned in a shallow river or even inhaling dangerous gases; these all comprise the various ways Suffocation can take hold.

You can hold your breath a number of minutes equal to your [BB]. Afterwards, for every minute without breath, you suffer 2D10+2 physical Peril. Upon reaching Incapacitated!, you fall unconscious and are Slain! if not rescued within a number of minutes equal to your [BB].

KISS OF LIFE

If you've fallen unconscious from Suffocation, but are not yet Slain!, you can potentially be revived. However, the longer you have been unconscious, the worse the Difficulty Rating of the Heal Test gets:

- **1 minute:** (Trivial +30%) Heal Test
- **2 minutes:** (Easy +20%) Heal Test
- **3 minutes:** (Routine +10%) Heal Test
- **4 minutes:** (Standard +/-0%) Heal Test
- **5 minutes:** (Challenging -10%) Heal Test
- **6 minutes:** (Hard -20%) Heal Test
- **7 minutes or more:** (Arduous -30%) Heal Test

To have a chance of being revived with the kiss of life, a healer must be left uninterrupted for at least one minute.

With a successful Heal Test, you awaken, but remain Incapacitated!. Failure results in your remaining unconscious.

PERIL & DAMAGE

People within a grim & perilous world have a very archaic understanding of the human body. Germs and bacteria are unknown terminology, with most disease and ills being attributed to an excess of humors within the body, to a miasma or the influence of Abyssal spirits. Even the most renowned physicians command a very ill-conceived understanding of how the body truly works. Worse, quacks, charlatans and other snake oil peddlers muddy the medical field, such that finding a legitimate doctor is a trial unto itself. Despite these misunderstandings, the Heal skill represents not only the knowledge of physiology, but of its interconnection to the spiritual world around it. That means you'd better pay and pray, because you're going to need all the help you can to get back on the mend.

MAGICKAL HEALING?

In a grim & perilous game, healing potions, spells and resurrection from the dead aren't easy options, nor readily available. Those who thrust themselves into the jaws of hell must rely on Barber Surgeons and trained Plague Doktors to treat their wounds. Fortune and Fate Points may help bridge the gap between bad dice rolls and circumstance, but don't throw yourself into a situation where you're counting on either to save your hide. After all – who knows when you'll need that Fate Point next?

PERIL CONDITION TRACK

Unlike Damage, the Peril Condition Track is a temporary setback caused by excessive physical or mental strain. It may be caused by a Chokehold, fatigue from travel, the stresses of courtly intrigue, the results of a horrifying situation or the myriad other perilous conditions spelled out in **Chapter 11: Game Mastery**. Depending on where you are on the Peril Condition Track, it will determine what penalties you suffer for all Skill Tests until you have recovered. There are six distinct steps which make up the Peril Condition Track:

Unhindered: You are the very model of health and face no adversity whatsoever. You face no road weariness, anxiety or other mental states... *yet*.

- **Imperiled:** Although you're operating under a minimal amount of strain, you should consider all choices with more care.

Ignore 1 Skill Rank: The pressure is on, and you can feel it. Your brow beads with sweat and you are more ponderous and slower with all actions. When in this state, you must ignore one of your Skill Ranks when taking any action.

Ignore 2 Skill Ranks: You are toiling with every step you take, as your mind is filled with anxiety. Likely, you're suffering from intense doubt, worn to a frazzle or a combination of both. When in this state, you must ignore two of your Skill Ranks.

Ignore 3 Skill Ranks: You can barely hold on. You're facing a significantly reduced chance to succeed at any task, but hold on... help may be on the way! When in this state, you must ignore all three of your Skill Ranks when taking any action.

Incapacitated!: Your body betrays you, dragging with every step. When in this state, you cannot succeed at any Skill Test, no matter what Talents, Traits or special situations normally play into your favor. In addition, you immediately suffer 6 Corruption when you are Incapacitated!.

REST TO RECOVER

You can improve your condition on the Peril Condition Track with rest. To recover, you must find a place of warmth and safety and then sleep. This can be round a camp fire, in a temple sanctuary, on a floor of an inn common room,

but wherever it is, there must be little to no danger to your person and you must get at least six hours of uninterrupted sleep. After resting, you move all steps up the Peril Condition Track positively to Unhindered.

> Credence Redding is attempting to make a Melee Attack with a rapier. His Combat is 45% and he has three total Skill Ranks in Simple Melee. This results in a 75% Base Chance for success (45+10+10+10). However, Credence is suffering from "Ignore 2 Skill Ranks" on the Peril Condition Track. This means that his Base Chance is now only 55% (45+10).

RESTING IN UNSAFE PLACES: If you are sleeping upon a cold dungeon floor, in the bed of a prostitute, on the floor of a wine sink, in a back alleyway, in a dangerous area outside or somewhere that there may be an inherent risk to your safety, you still need to be left to sleep uninterrupted for six hours. After resting, your Peril Condition Track can only ever recover to Imperiled while in unsafe places.

USE SMELLING SALTS

After inhaling a capsule of Smelling Salts, you move one step up the Peril Condition Track positively, but suffer 1 Corruption. For instance, if you were Imperiled, you are now Unhindered. You can only recover from your current status on your Peril Condition Track in this manner with one capsule within a 24 hour period. Inhaling more than one capsule during that period has the opposite intended effect.

DAMAGE CONDITION TRACK

You'll find that the healing process in **ZWEIHÄNDER** is oftentimes a lengthy proposition, as Characters carry their wounds over from session to session. Your Damage Condition Track paints a portrait of how wounded a Character may be while informing other players how the Party is holding up. It effectively acts to inform a Character's allies as to where to assign support and focus. Cohesion amongst allies can make all the difference, resulting in a greater chance of success and survival rate.

It is a good idea when players begin combat or at the beginning of a Game Session to announce to everyone around the table where their Character is on the Damage Condition Track. The bottom line is that if your Character is hurt – tell everyone about it, so they'll throw someone else in front of those marauding chaos berserkers! There are six distinct steps which make up the Damage Condition Track:

Unharmed: You may have old wounds that are scarred up and scabbed over, stitches and sutures that no longer threaten to open up or Bandages that cover lacerations and bruises. Carouse with friends, cavort with strangers, "make it rain like m'lords do", slum it up or go pick a fight – you're the very picture of good health.

Lightly Wounded: You have small cuts, light bruising and perhaps an itch or mild pain. You can shrug most of this off with perhaps a visit to the local barber surgeon. You've been hurt at some point, but a bit of rest should help.

Moderately Wounded: You have moderate bruises, cuts that require sutures and lesions that may threaten infection. You're not dead (yet). You're suffering in pain and likely won't make it on your own without the aid of a physician or barber surgeon.

Seriously Wounded: As your wounds get worse, your clothing begins to darken with blood. A black eye, busted nose, irregular gait and difficulty speaking complete sentences characterizes what's happened to you. Should you play your cards right, you'll live to talk about it.

Grievously Wounded: Splintered bones, hyperextended muscles, deep cuts and black bruising characterize your body. Your clothing is likely blood-soaked, as are the hands of your would-be killer.

Slain!: Sadly, you are dead and about to meet your maker. But will you heed death's calling or defy the gods to live another day? Sacrifice a Fate Point to live, or don't. The choice is yours.

BIND WOUNDS TO RECOVER

You can improve your condition on the Damage Condition Track with a successful Heal Test. You may only be healed in this manner once every 24 hours, no matter whether it is successful or not. Depending on where you're at on the Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

- **Lightly Wounded:** Automatically succeed
- **Moderately Wounded:** (Routine +10%) Heal Test
- **Seriously Wounded:** (Standard +/-0%) Heal Test
- **Grievously Wounded:** (Challenging -10%) Heal Test

In order to treat a wounded patient, a caregiver must have a Bandage (which is expended as part of the treatment) and be left uninterrupted for at least ten minutes. If the patient has any untreated Grievous Injuries, they must be attended to first before having their wounds bound.

With a successful Heal Test, you move one step up the Damage Condition Track positively. This means that if you were Grievously Wounded, you are now Seriously Wounded. A Critical Success allows you to move two steps up the

Damage Condition Track instead of one. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

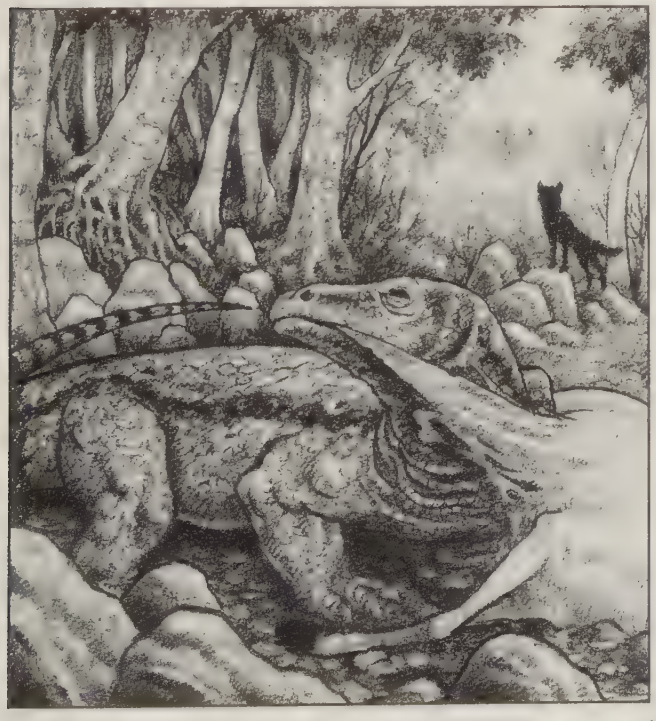
You cannot recover your Damage Condition Track if you are suffering from Injuries that have yet to be successfully treated or undergone surgery. In addition, resting never allows you to recover from Damage, unless you have a Trait or Talent that indicates otherwise.

USE LAUDANUM

After imbibing a draught of Laudanum, you move one step up the Damage Condition Track positively, but suffer 1 Corruption. This means that if you were Grievously Wounded, you are now Seriously Wounded. You can only recover steps on your Damage Condition Track in this manner with one draught within a 24 hour period. Imbibing more than one draught during that period has the opposite intended effect.

INJURIES

Oftentimes nasty, Injuries can result in trauma, loss of a limb or lead to an irrevocable end for Characters. They have effects that persist far beyond combat. While some are temporary and require time to Recuperate, others can haunt a Character for a lifetime. They manifest in many different ways – as a result of a fall, being shot, stabbed or attacked by predators and other wild creatures. Some Injuries may temporarily incapacitate the ability to function, whereas others result in broken ribs and a rare few can cause blindness, loss of limb, punctured lungs or worse. Injuries serve as a grave reminder of the brutal and violent nature of a grim & perilous world. In a fight, it is rare to walk away unscathed for those daring (or foolish) enough to draw their sword.



CORRUPTION FROM INJURIES: The toll of war inflicts deep psychological wounds upon living survivors. Thus, it is not surprising to find those who've suffered crippling wounds to be afflicted by madness and derangement.

Every time a Character suffers an Injury, they gain 3 Corruption if it is a Moderate Injury, 6 Corruption if it is a Serious Injury and 9 Corruption if it is a Grievous Injury. This Corruption cannot be avoided in any way whatsoever, even if your Profession confers immunity to Injury.

TREAT INJURIES

Both Moderate and Serious Injuries must be treated successfully to begin Recuperation. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not. If you are suffering from multiple Injuries, each must be treated individually. The more Injuries you're currently suffering from the worse the Difficulty Rating of the Heal Test gets:

- **One Injury:** (Routine +10%) Heal Test
- **Two Injuries:** (Standard +/-0%) Heal Test
- **Three Injuries:** (Challenging -10%) Heal Test

In order to treat a patient with Injuries, a caregiver must have a Skill Rank in Heal, a seed pod of opium (which is expended as part of the treatment) and be left uninterrupted for at least ten minutes.

If you are treated with a successful Heal Test, you begin Recuperation. A Critical Success has the same results as above while reducing the Recuperation time by 3 days. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

PERFORM SURGERY

Grievous Injuries require surgery before Recuperation begins. Successful surgery also allows you to avoid any permanent effects it may confer. However, you must undergo this surgery within a number of hours equal to your [BB] of suffering a Grievous Injury or else its effects are permanent. As before, if you are suffering from multiple Injuries, each must be treated individually. The more Injuries you're currently suffering from, the worse the Difficulty Rating of the Heal Test gets:

- **One Injury:** (Routine +10%) Heal Test
- **Two Injuries:** (Standard +/-0%) Heal Test
- **Three Injuries:** (Challenging -10%) Heal Test

In order to treat a patient with Grievous Injuries, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a seed pod of opium and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour.

If you are treated with a successful Heal Test, you may begin Recuperation and don't suffer from the permanent effects of a Grievous Injury. A Critical Success has the same results as above while reducing the time to Recuperate by 3 days. Both Failure and Critical Failure means you cannot begin Recuperating until undergoing successful treatment, while Critical Failure also indicates that your wounds now suffer from Infection.

RECUPERATION TIME

While undergoing Recuperation, you still suffer from any penalties your Injury conferred on you. Recuperation requires a certain number of days before the effects are lifted and the Injury disappears. Total recovery is based on the severity of the Injury:

Moderate Injury: 1D10+1 days to Recuperate

Serious Injury: 2D10+2 days to Recuperate

Grievous Injury: 3D10+3 days to Recuperate

Note that if you elect to remain bedridden while Recuperating, you reduce the time to Recuperate by one additional day you remain in bed (to a minimum of 1 day to Recuperate). This means that if you require 6 days to Recuperate and you spend the first 3 days in bed, you are fully Recuperated.

USE TINCTURE

When a healer isn't handy, an Injury's effect can be temporarily suppressed through use of rudimentary medicine. When administered, it can suppress the pain of an Injury for a short period of time.

After injecting an ampule of Tincture, you may ignore an Injury's effects for 24 hours, but suffer 1 Corruption.

INFECTION

Infection causes your Injuries to become red and swollen, oozing pus and throbbing with pain as flies gather around the sore. Infection can result from falling into a midden heap, being thrown into a dungeon while suffering from untreated Grievous Injuries, being dealt an Injury by an unclean creature, being treated by a barber surgeon's unclean instruments or any number of other circumstances that may lead to further trauma.

In general, a Critically Failed Heal Test to treat Injuries causes Infection, but there are plenty of other circumstances that may mean you suffer Infection, dictated by the GM. Once suffering from Infection, you cannot recover steps on either the Damage and Peril Condition Tracks, nor can you Recuperate from your Injuries until the Infection has been appropriately dealt with. Infection lasts until it has been successfully treated through bloodletting.

If Infection is not properly treated within 24 hours, you permanently lose 1% Brawn and continue to lose 1% Brawn every 24 hours thereafter, until it has been successfully treated.

BLOODLETTING

Infection can be treated by a healer with a successful Heal Test. You may only be treated in this manner once every 24 hours, no matter whether it is successful or not. The more severe your Damage Condition Track, the worse the Difficulty Rating of the Heal Test gets:

Unharmed: (Easy +20%) Heal Test

Lightly Wounded: (Routine +10%) Heal Test

Moderately Wounded: (Standard +/-0%) Heal Test

Seriously Wounded: (Challenging -10%) Heal Test

Grievously Wounded: (Hard -20%) Heal Test

In order to heal a patient, a caregiver must have a Skill Rank in Heal, have access to surgical tools, a bottle of leeches and a Bandage (both of which are expended as part of the treatment) and be left uninterrupted for at least 1 hour.

If you are treated with a successful Heal Test, your Infection goes away. A Critical Success causes your Infection to go away and you move one step up the Damage Condition Track positively. Both Failure and Critical Failure means that there is no recovery, while Critical Failure also results in the permanent loss of 6% Brawn.

BLEEDING

Some attacks may cause you to begin Bleeding, such as being struck by special attacks, suffering an Injury when unarmored or other perilous circumstances. Only the daft and foolish picks a fight with a swordsman wearing only their Sunday best.

STEM BLEEDING

Providing you have a Bandage to expend, it doesn't require a Skill Test to stem blood loss, taking one Turn (otherwise 3 Action Points) to do so. Barring that, you can ask a nutter with a penchant for sadism to cauterize the wound instead with a hot poker or torch! If you cauterize the Bleeding, the patient moves three steps down on the Peril Condition Track

negatively. If this moves them to Incapacitated!, they also fall unconscious for 1 hour.

DEATH BY BLOOD LOSS: When you are Bleeding, you cannot restore steps on your Damage and Peril Condition Tracks. Should you continue to suffer from blood loss for a number of Turns greater than your [BB], you immediately bleed out, and are now Slain!.

MATERIA MEDICA

For apothecaries and other would-be pharmacologists, the preparation of various medicines, poisons and other common treatments require extensive knowledge of elemental properties of plants. Carefully recorded into voluminous text of the natural world, these *formulae* describe how to manufacture these costly elixirs and libations. Outlined below are the most common forms of preparation they'll make in attending to the sick and the dying. Also included are the forms in which materials can be rendered into more deadly tools.

ALCHEMICAL LABORATORY: A standard laboratory is assumed to have alchemical substances, glassware and herbs required to create most any alchemical substance. Should any of the Materia Medica require other substances, they will also be listed.

BANDAGES

Bandages can be crafted into strips. Up to three strips can be prepared at a time. The more strips you wish to prepare at once, the worse the Difficulty Rating of the Heal Test gets:

- **One strip:** (Routine +10%) Heal Test
- **Two strips:** (Standard +/-0%) Heal Test
- **Three strips:** (Challenging -10%) Heal Test

In order to prepare Bandages, a preparer must have a Skill Rank in Heal, a honey pot and a strip of ragged cloth (both of which are expended as part of the preparation) and be left uninterrupted for at least ten minutes.

With a successful Heal Test, you prepare the number of strips you intended to make. A Critical Success prepares one additional strip. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 mental Peril.

'CHAOS' BANDAGES: Bandages can be made without use of a honey pot. However, when they are used, a patient must roll a 1D6 Chaos Die. If it lands on face '6', the Bandages are ineffective and instead cause Infection.

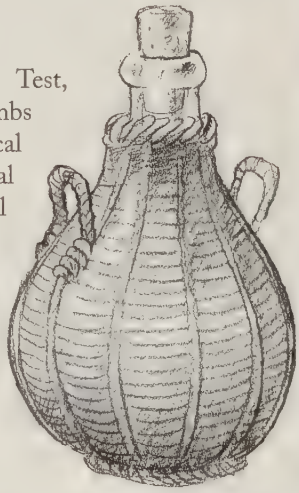
BOTTLE BOMB

Bottle bombs can be prepared into bombs and used as a ranged weapon. Up to three bombs can be created in this manner. The more bombs you wish to prepare at once, the worse the Difficulty Rating of the Tradecraft Test gets:

- **One bomb:** (Routine +10%) Tradecraft Test
- **Two bombs:** (Standard +/-0%) Tradecraft Test
- **Three bombs:** (Challenging -10%) Tradecraft Test

In order to prepare a Bottle Bomb, a preparer must have a Skill Rank in Tradecraft, strip of ragged cloth and a bottle of rotgut (both of which are expended as part of the preparation) and be left uninterrupted for at least ten minutes.

With a successful Tradecraft Test, you prepare the number of bombs you intended to make. A Critical Success prepares one additional bomb. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 Damage from fire.



DELIRIANTS

Deliriants can be prepared into doses, and may be inhaled, ingested or smoked by a user. Up to three doses of Deliriants can be prepared at a time. The more doses you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

One dose: (Routine +10%) Alchemy Test

Two doses: (Standard +/-0%) Alchemy Test

Three doses: (Challenging -10%) Alchemy Test

In order to prepare Deliriants, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a plant the Deliriant is derived from (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

GUNPOWDER

Gunpowder can be prepared into shots and used for any weapon that possesses the Gunpowder Quality. Up to three shots can be created in this manner. The more shots you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

One shot: (Routine +10%) Alchemy Test

Two shots: (Standard +/-0%) Alchemy Test

Three shots: (Challenging -10%) Alchemy Test

In order to prepare Gunpowder, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of saltpeter (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of shots you intended to make. A Critical Success prepares one additional shot. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 Damage from fire.

LAUDANUM

Laudanum can be rendered into a draught of liquid possessing a characteristically bitter taste. Up to three draughts of Laudanum can be prepared at a time. The more draughts you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

One draught: (Routine +10%) Alchemy Test

Two draughts: (Standard +/-0%) Alchemy Test

Three draughts: (Challenging -10%) Alchemy Test

In order to prepare Laudanum, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a seed pod of opium (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of draughts you intended to make. A Critical Success prepares one additional draught. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

QUICKSILVER

Quicksilver can be rendered into an ampule that is injected by the user. Up to three ampules of Quicksilver can be prepared at a time. The more ampules you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

One ampule: (Routine +10%) Alchemy Test

Two ampules: (Standard +/-0%) Alchemy Test

Three ampules: (Challenging -10%) Alchemy Test

In order to prepare Quicksilver, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a crystal of cinnabar (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of ampules you intended to make. A Critical Success prepares one additional ampule. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

ROYAL WATER

Royal Water can be rendered into a quintessence, which can be poured over any material to instantly dissolve a hand-sized hole in it or used to treat Orx-molt. Up to three quintessence of Royal Water can be prepared at a time. The more quintessence you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One quintessence:** (Routine +10%) Alchemy Test
- **Two quintessences:** (Standard +/-0%) Alchemy Test
- **Three quintessences:** (Challenging -10%) Alchemy Test

In order to prepare Royal Water, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of saltpeter (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of quintessence you intended to make. A Critical Success prepares one additional quintessence. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

SMELLING SALTS

Smelling Salts can be rendered into a capsule; a colorless but incredibly acrid-smelling liquid. Up to three capsules of Smelling Salts can be prepared at a time. The more capsules you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One capsule:** (Routine +10%) Alchemy Test
- **Two capsules:** (Standard +/-0%) Alchemy Test
- **Three capsules:** (Challenging -10%) Alchemy Test

In order to prepare Smelling Salts, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a vial of epsom salt (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of capsules you intended to make. A Critical Success prepares one additional capsule. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

TINCTURE

Tinctures can be rendered into a dose which is imbibed by the user. Up to three doses of Tinctures can be prepared at a time. The more doses you wish to prepare once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

To have a chance at preparing Tincture, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a seed pod of opium (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

TOXINS

Toxins can be rendered into a dose; a resin-like paste which can be applied directly to a weapon. Up to three doses of Toxins can be prepared at a time. The more doses you wish to prepare once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

In order to prepare Toxins, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, an extract of the plant or animal that the Toxin originates from (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

VENOMS & ANTIVENOMS

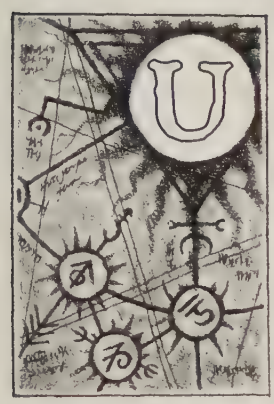
Venom can be rendered into a dose, a resin-like paste which can be applied directly to a weapon. Up to three doses can be prepared at a time. In addition, you can prepare a dose of Antivenom in the same fashion. The more doses you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One dose:** (Routine +10%) Alchemy Test
- **Two doses:** (Standard +/-0%) Alchemy Test
- **Three doses:** (Challenging -10%) Alchemy Test

In order to prepare Venom and Antivenom, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, possess a sample of the original Venom (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of doses you intended to make. A Critical Success prepares one additional dose. Both Failure and Critical Failure result in the ingredients being expended without success, while Critical Failure also causes you to suffer 2D10+2 physical Peril.

GRIMOIRE



Unlike common prestidigitation and parlor tricks, Magick is a metaphysical, chaotic force that exists outside of reality. It is the fifth element, called *Æther* by practitioners. It is an emotional expression of the universe, compelling those to its presence through the promise of power. It is otherwise intangible, unable to be felt or discerned by the common person. However, its subversive, decaying Effects can be seen in the faces of people. Disease, sickness, famine, violence and other undeniably unsavory outcomes are born from it. In its purest form, Magick is cancerously malignant, corrupting the now hapless souls who would force it to kneel before them – if they could. It does not discern between mighty statesman or petty farmer; all are fair game when it comes to its poisonous grasp. The dangers of Magick are well known; nevertheless, the lure of power compels some more than others. They are the ones who would strike hell-bound bargains with demons or soul-bound promises with gods in exchange for its eldritch might.

ÆTHERIC WINDS

The living world, or 'reality' as most know it, is called the Material Realm. Sages uniformly believe Magick's origins exist outside of the Material Realm, collapsed into a vibrating membrane between here and the endless hellhole of the Abyss. This membrane is called the Æthereal Veil, comprised of multi-colored scintilla and particles of chaos. It spreads into our reality intangibly by way of unseen Winds, felt only by those attuned to sense it. Just as the eternal symbol of the chaotic Abyss possesses nine arrows, there are also nine directions in which the Ætheric Winds flow out of the Abyss. Those who are sensitive to the Winds can sometimes visibly detect these Ætheric 'disturbances', each Wind scintillating into a distinct color like light passing through a prism. Each of the nine has its own name, though from a tongue long lost. The brilliant colors of the nine Winds, however, belie their true origin, for they are chaos manifest.

Fortunately for the rest of mankind, the Ætheric Winds are dissipated by the eons which exist between the living world they inhabit and the endless pit of the Abyss; by the time they reach the living world, they are mostly invisible to the naked eye. For those who can sense their presence, however, they can be harnessed to have a myriad of Effects upon the Material Realm. Both the apprentice wizard and the priestly disciple are trained to manipulate them in this fashion, to work them into a tangible force which can make a simple flame appear or even move a mountain. But fickle are the Ætheric Winds, for they are volatile and dangerous for even the most practiced wizard or faithful priest to control.

INNER WORKINGS OF MAGICK

As words upon the page represent language, so too can geometric shapes and linguistics be used to catalogue Magick and its esoteric teachings. Whether by ink and quill written within a book, carved into beads upon a necklace or tattooed upon one's flesh, Magick can be recorded. However, Magickal language is not simply comprised of one set of symbols or letters. It is written in a variety of languages, generally penned in the native tongue of its practitioners.

It can take decades to research, understand and reproduce Magickal phenomena. Even the most esteemed of master wizards or high priests continue to learn and practice as time toils onward. The casting of Magick requires three traditions of incantation – **Verbal, Somatic** and **Material.**

Verbal enunciation is standard to all spells, the pronunciation of specific syllables combined with the inflection of the voice and both shading of pitch and intonation of words initially drawing forth the Ætheric Winds. Somatic weaving of the hand, either as in prayer or as if directing a concert, is required to 'weave' the Winds into the Material Realm. Finally, the Material component consists of physical reagents particular to the type of Magick being woven. Such components can be as simple as a pat of butter held in hand or as complex as the bones of a saint being broken beneath the heel.

Beyond these three absolute necessities to purposefully attempt to cast Magick, aught else is required... with exception of having to sacrifice a part of one's soul in exchange for the promise of power both mundane and unfathomable. Once this sacrifice is made, disciplined rigor and mental fortitude are all that stands as safeguards against the corruptive Effects of the Æthereal Veil.

THE TWO TRADITIONS OF MAGICK: The Winds of the Æther can be harnessed in two mutually exclusive ways. Arcane Magick is practiced by arcanists, while Divine Magick is seen as the gift of the gods by priests.

ARCANE MAGICK

Arcane Magick is perhaps the most ubiquitous of the two traditions, though not the easier. Its practitioners prescribe to the theory that the Æthereal Veil can be tapped into through less godly means. They use geometry, formulae and personal will to weave the Æther as a seamstress weaves thread onto a loom, creating the tapestry of Magick. This tapestry tells of mortal resolve – and not of godly oversight – to control Magick's wondrous might. This can put them at odds with the more fervent faithful who sometimes denounce arcanists as apostates, for mortal kind is not truly fit to harness the Æther in this way. However, arcanists do not deny the existence of the gods; instead, they believe mortals are masters of their own destiny.

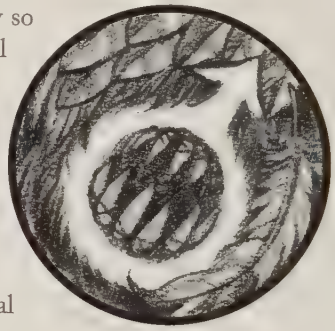
Arcanists typically record the spells they know in arcane tomes. They guard them jealously, not wanting to lose the knowledge they have worked so hard to learn. They guard them even more jealously if the spells they alone have uncovered or devised, lest such knowledge be lost to a rival.

ARCANA OF ANIMISM

Animism is an Arcana of living things and their Magick potential. The Æther flows through everything, from the smallest bug to the largest elephant and Animism is the branch of the arcane that harnesses these energies. Animism can control and influence animals as well as changing an arcanist's user's form into something more bestial and primal.

Arcanists who use their Magicks to control wildlife are called Shaman. They are wild and unruly, nearly more beast than man. Very few wash or groom, becoming more bestial in appearance as they become more in-tune with their energies. Their hair grows and coarsens, their nails elongate and they nearly develop snouts. Chaos Shaman become terrible primordial things, murderers and cannibals who thrum with the power of the animal kingdom.

GEVURAH, THE BROWN WINDS: Shaman practice the Arcana of Animism, thus commanding 'Gevurah', the Brown Winds of the Æthereal Veil. This Wind is wild and untamed, as it comes from the bestial fury of the creatures of the land, sea and sky. In a sense it is chaotic, but not malevolently so – it operates on nearly bestial instinct and can be hard to control at times. Gevurah gathers in the wilderness and dens of creatures and this is where Shaman develop their powers most easily. Gevurah is warm but brooding, full of survival instincts and a hunger for meat.



ARCANA OF ASTROMANCY

The stars and the heavens above hold many secrets, some believing that the cosmos is the source of Æther and the origin of Magicks. The Astromancy school embraces this belief, making the skies the subject of its study. Astromancy's manifestations often deal with prophecy and the movement of stars, but the fury of celestial storms and plasma also play a part.

Ethereal and often absent-minded, the mysterious arcanists known as Soothsayers devote themselves to the endless void above. They place more faith in their star charts and astrolabes than they do in any town crier or noble. As they grow more powerful, Soothsayers almost exist in a dreamlike state of existence as the stars and planets almost appear to play in their hair and eyes. Soothsayers who follow the wrong path often end up delving deeper into the mysteries of pure Æther –and of the Abyss beyond as well.

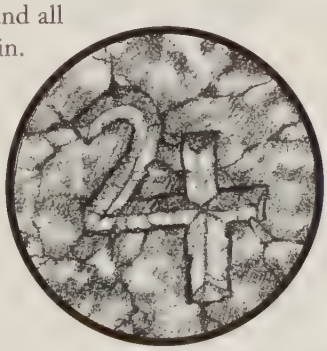
BINAH, THE BLUE WINDS: Soothsayers practice the Arcana of Astromancy, thus commanding *Binah*, the Blue Winds of the Æthereal Veil. This Wind is extremely mysterious and odd, as it flows out of the inky, star-filled blackness of the Vault of Night and pummels the land. Not only is it a reagent for storms and the inky black of beyond, its haze can be gazed into to see the future. Soothsayers can easily become wrapped up in the uncertain yet tempting power of the Binah, leading to vacant stares and mercurial minds. Binah is almost electric in its feel and experience, full of both the fury of storms and potential of the future.

ARCANA OF ELEMENTALISM

Elementalism is perhaps the most primal, the most dangerous of the Arcana Magick. It is the power of the earth, water, plants and weather; nature's fury unbridled and enraged. Its spells can conjure a feast for dozens of people or assault the land with frost and hail.

Elementalists are often unpredictable, their attitudes and viewpoints changing with both environment and season. They can often shift appearance as well, their skin growing greener during spring and summer, then darkening through red and brown, their hair growing brittle during autumn and winter. Abyss-touched Elementalists will often bring down the fury of the elements on civilization, claiming that their exploitative ways are not natural to the order of the universe.

CHESED, THE GREEN WINDS: Elementalists practice the Arcana of Elementalism, thus commanding *Chesed*, the Green Winds of the Æthereal Veil. This Wind is a natural and old one that swirls about mountains peaks, down through valleys and rushes through rivers. Elementalism does not strictly deal with the four classical elements, but rather nature and all its aspects contained therein. It represents growth and potential, as Elementalists also hold a religious fervor for creation and the natural order of things. Chesed is fresh and uncaring, forever rolling across the landscape and buffeting anything that may intrude upon its path.



ARCANA OF LUMINESCENCE

The Arcana of Luminescence is probably the arcane tradition closest to being widely accepted by the populace, though this is often because it is confused for holy Magick derived from the gods. Luminescence is the lore of light, illumination and order and of all the schools of Magick it is the closest antithesis to the powers of the Abyss.

Hierophants practice Luminescence. Most feel superior and intelligent and have immense egos. As they absorb more lore, Hierophants will almost begin to glow or take on an angelic appearance, which makes their enormous self-confidence even more monstrous. Hierophants who find themselves lured to darkness take their superiority in a terrible direction, smiting and destroying anyone they feel is unworthy of their majestic glory.

KETER, THE WHITE WINDS: Hierophants practice the Arcana of Luminescence, thus commanding *Keter*, the White Winds of the Æthereal Veil. Diffused and everywhere, it is the hardest of the Winds to gather and harness in sufficient quantities to unleash. When it is though, the spells are dazzling and baffling, almost divine in their execution. Hierophants are intellectuals in a philosophical sense and often adopt airs of superiority over not only commoners, but other arcanists. Keter is warm and welcoming, but only when you can find it.

ARCANA OF MORTICISM

The Arcana of Morticism is often wrongfully confused with Necromancy. While Necromancy deals with controlling the Supernatural and exploiting them, Morticism deals with communicating with the dead and bringing the Supernatural to peace. Morticism is generally more 'gentle', often involving exorcising spirits or protecting mortals from the ravages of the hereafter.

Experts in Morticism are called Funerary Mages and in addition to their spell prowess, many will preside over funeral services in addition to acting as priests. Funerary Mages are a dour and grim lot, though not particularly hostile. As they speak more with the spirits, their skin pales, their eyes sink and their hair darkens and often falls out. Those who fall too far to the wayside often start exploring the darker side of death Magick either through the path of a Black Magister, or worse, enraging spirits into act of fervor and violence.

TIFERET, THE PURPLE WINDS: Funerary Mages practice the Arcana of Morticism, thus commanding *Tiferet*, the Purple Winds of the Æthereal Veil. It is the most

commonly-seen Wind through the power of Wytchsight. It swirls around places of inevitable fate and death, and in fact, it is often confused for Necromancy. In reality, Morticism respects the cycle of life and death and Funerary Mages see death as just another step in the cycle of life. Tiferet is dark and cold, but not inherently hostile. It represents the power of mortality, a remnant of life lost and transformation from ashes to dust.

ARCANA OF NECROMANCY

If there is one thing that both arcanists and commoners can agree on, it's that the dead should stay dead. Death and the afterlife is too mysterious, too dangerous and too godforsaken to meddle with. However, some dark souls practice the damning Arcana of Necromancy. Necromancy is not only a way to invigorate the dead, but also to bring about unnatural chills of the grave, spiritual screams and visions of your demise.

Necromancers are a vile sort and many obviously obscure their craft. In performing blasphemous and grotesque experiments on both the dead and the living, they fall deeper into madness, their skin becoming jaundiced and clinging to their bones, giving them a corpse-like visage. The worst Necromancers straddle the line between preserving life and attempting to cheat death, many in the search for immortality through lichdom.

YESOD, THE ONYX WINDS: Necromancers practice the Arcana of Necromancy. However, they do not command one Ætheric Wind, but intertwine strands of them together, creating the Onyx Wind known as *Yesod*. The combination of these Winds are utterly corruptive to one's soul and requires a powerful force of presence and personality to ever hope to control their destructive outcomes. Thus, it is not uncommon to find that Necromancers are given to bouts of depression and nihilistic philosophies.

ARCANA OF PYROMANCY

Fire was the spark that brought about the beginning of civilization and this remains an immense point of pride for the users of Pyromancy. The fire-based Magick of Pyromancy is flashy and a spectacle to behold, with explosions and great gouts of flame being the norm among its users. Not only does it burn foes, but it also ignites courage and strength.

As Pyromancers, the users of flame Magick, learn more of this Arcana, the more they take on the characteristics of the flame they love. Their hair reddens, they become quick to anger and the air shimmers around them. Those who submit themselves to the flame become cruel pyromaniacs; indeed, many a witch hunter has had to strike down a Pyromancer who engulfed entire cities in their crimson death.

HOD, THE RED WINDS: Pyromancers practice the Arcana of Pyromancy, thus commanding *Hod*, the Red Winds of the Æthereal Veil. This Wind is the embodiment of passion, desire and violence – all of which manifests as crimson flame and cloying smoke. It rips across the world like a wildfire, settling in places of wild emotion and lust, or places full of terrifying promise. Pyromancers are almost mad from the cinders that scorch them, quick to anger, but also quick to love. Hod is hot, dry and lustful, as mesmerizing as staring into a campfire as it is frightening as a forest fire.

ARCANA OF SHADOWMANCY

Sometimes, what is not visible to the eye is just as important as what is. Things are not always what they seem and the mysterious Arcana of Shadowmancy embodies this, an arcane lore about obscuring information, conjuring things that are not there and hiding things from sight. Shadowmancy can be a terrifying sight to behold, even when you not quite seeing!

Practitioners who devote themselves to Shadowmancy are known as Illusionists. They like to remain hidden and unnoticed, clothing themselves in dark gray and bilious robes; though if they wish, their Magick allows them to easily walk the streets unseen. As they study more of the lore of Shadowmancy, their skin washes out into translucency and their voice drops to little more than a faint whisper. Illusionists who turn to chaos are favored by the Prince of Change, being able to obscure themselves at will.

NETZACH, THE GREY WINDS: Illusionists practice the Arcana of Shadowmancy, thus commanding *Netzach*, the Grey Winds of the Æthereal Veil.

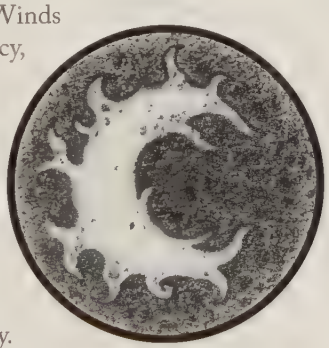
This Wind contains the essence of confusion, perplexity, doublespeak and paradox. It billows over the world like a misty fog, landing in places of uncertainty like fetid moors and dark alleyways. It is silent and terrifying, just like the Illusionists who harness it. Netzach is cold and clammy, but it also opens up the senses and makes the world seem vivid to those that can penetrate the fog.

ARCANA OF SORCERY

Commoners fear Magick of all sorts, but Sorcery is the Arcana that causes doors to be bolted, inquisitors to fear for their lives and humanity to fear their place in the world. Sorcery is the Magick of the Abyss, and it is nearly pure chaos made form. Its invocations are dark and vile, preying on humanity's greatest fears and doubts to extreme Effect.

Sorcery's practitioners are known as Warlocks. Most will have given their minds and their souls to the call of chaos long ago, but many also find themselves physically corrupted as well, their skins marked with fetid sores, their breath reeking of brimstone, their foreheads marked by diabolical, curving horns. The only life they value is their own, most seeing the rest of the living as tools that can help them fulfill their own dark, twisted ambitions. Warlocks who fail to fulfil such ambitions often find themselves absorbed fully by the Æther, becoming little more than a hand puppet for capricious and cruel Abyssal Princes.

YESOD, THE ONYX WINDS: Warlocks practice the Arcana of Sorcery. Like their Necromantic cousins, they do not command one, but mix the Ætheric Winds together, crushed into the Onyx Winds of *Yesod*. Unlike Necromancy, however, their methods often lead to mania and madness –seeing beyond the Veil into the chaos of the Abyss. Warlocks stop at little to gain their power, bargaining with demons and other beings for even just the pure promise of possibility.

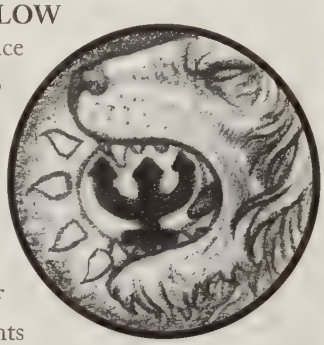


ARCANA OF TRANSMUTATION

In an age of soaring churches, rumbling carts and the advent of other philosophies, people still strive to learn the secret of turning lead into gold. Though this ability has not yet been discovered, those who study the Arcana of Transmutation will likely be the first to find it. Transmutation is alchemical in nature, a Magickal tradition that deals with metals and state changes.

Hermetics are the main practitioners of Transmutation. A rather scholastic and insular group, as they reveal more mysteries of the metallurgic sciences, they become more implacable and stalwart, sometimes even struggling to move their very joints. Hermetics who have been touched by the Abyss often wander into impossible realms of the Arcana, attempting to turn everything they touch into dust or even the transmutation of their very flesh into an everlasting metal.

CHOKHMAH, THE YELLOW WINDS: Hermetics practice the Arcana of Transmutation, thus commanding *Chokhmah*, the Yellow Winds of the Æthereal Veil. This Wind is one of cold logic and reason, gathering around dense metals that Hermetics use as reagents of all sorts. Chokhmah represents abstraction and possibility, albeit one guided by strict rules – that being said, it is also a Wind of creativity, experimentation and imagination. Hierophants always have active minds, pushing beyond the boundaries and limitations of Magick, though this leads many to become obsessive and odd. Chokhmah is uncaring and stiff, but able to bend easily in the hands of a master.



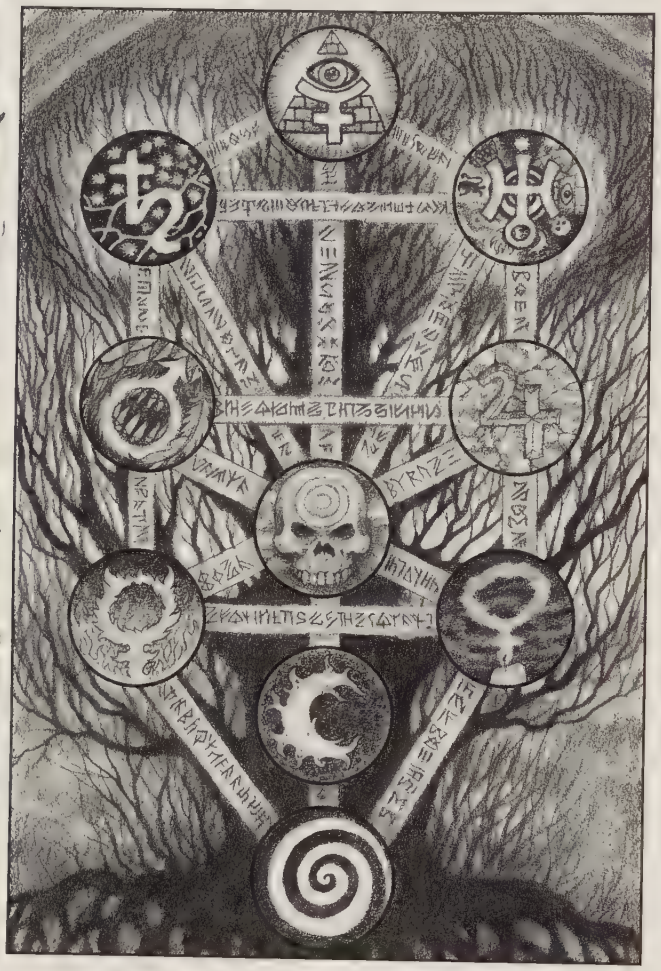
THE WINDS INTERTWINED

The Winds of Magick are energies of contradictions. Arcanists have spent centuries trying to tap into the true essence of the Æthereal Veil in order to get to the true origin of Magick and they have only just stumbled upon the beginnings of it.

MALKUTH, THE VOID: The Onyx Winds of Yesod has long been known about as the root of Necromancy and Sorcery, but something more terrifying lays within the inky black stillness. The Winds have coalesced unnaturally in places of darkness and terror, forming almost visible pools as they shred and obliterate all living things. Looking into this unnatural miasma is not just seeing black – it is akin to looking into true oblivion, the Void known as *Malkuth*. All Winds are absorbed into Malkuth, gnawing away at existence itself. Those who have managed to touch the Void are the foul Black Magisters. It is the closest embodiment to an existential, arcane evil as you can reach – uncaring, malevolent and so very cold. Most who have followed the path of Malkuth have been consumed by it.

DA'AT, THE SILVER WINDS: Some arcanists have managed to take the first shaky steps in the other direction – not crushing the Ætheric Winds into the Void, but refracting them as if putting them through

a prism. Dubbed the Silver Winds of *Da'at*, this Magick is beyond complicated, but free of corruption as it has become perfectly ordered into a rainbow-like pattern, blazing with silvery light. Only Archmages have unearthed the secrets of the Silver Winds, but the Ancient Ones were said to have passed the gifts to the Aztlan long ago. Da'at is order made manifest, hopeful and sometimes seen as a beacon – even then, it takes decades to master.



SOCIETAL VIEW OF ARCANE MAGICK

Unlike other traditional fantasy settings where Magick may simple be exhausting or time-consuming, Magick in a world where Abyssal agents are specifically attuned to seek out arcanists, is not only dangerous, but most likely world-ending. Approached from the layman's point of view: arcanists are most likely in league with demons, and if not, the temptation is there, so why not kill them? After all, an ounce of prevention is worth a pound of cure. However, even though Magick is dangerous, just like all things it depends on its user. True, Magick in a grim & perilous world cannot easily revive the dead or translate to different realities, but they can prove a boon to those who'd embrace its life-altering ways.

SANCTIONED & UNSANCTIONED MAGICK: Wizards are divided between two groups: the sanctioned and the unsanctioned. Sanctioned mages often have approval by some religion, self-governing body or school to practice their Magick in league with others. These organizations are few and far between, but they teach arcanists how to keep from abusing its power and avoiding the dangers of spell-casting through use of proper reagents, how to control the Ætheric Winds and not fall afoul of dark Magicks. Of course, this may not prevent an arcanist from sprouting horrible mutations or being run out of a town by a pitchfork wielding mob, but it does usually grant at least a writ or just cause to avoid a witch hunter's pyre for one more day.

Unsanctioned spell-casters, on the other hand, are a much different story. Most of them are self-taught, meaning they have incomplete knowledge and a broken understanding of the nature of reality. At times this is forgivable – if an old wise woman can brew a little indigestion aid from newt eyes, a fuss is rarely raised. But Magick has always been a slippery slope – it unhinges and warps, leading its practitioners to seek more and more dangerous pathways unless held back by another. This resulted in the foul discoveries of arcana such as Necromancy and Sorcery, and the corruption of countless souls. Unsanctioned wizards are often mad or very close to being so, mutated heavily with dreams of domination and power. They are the very beasts that inquisitors look for and townspeople fear above all else. If any Character delves into Magick of a darker stripe, unless they hide it very well, they will be hunted and tried as a heretic and a warlock – if they are lucky.

Fire must be fought with fire and when the enemies at the gates are literally made of flames, harnessing a minor Magickal missile of Ætheric energy doesn't seem too damning in hindsight. Further, smaller Magick practices have become even more acceptable – alchemical processes are now considered science rather than heresy. But what happens if it goes too far? This is where inquisitors and witch hunters come into play. Many are contracted by the church, sent to scour the land clean of all souls who have fallen wayward of the natural order. Some members of the inquisition are even former arcanists themselves, but have given it up to root out corruption and Abyssal influence at its core.

Wizards are a rarity; wandering arcanists are even rarer. Only a smidgen of people possesses the gift of spell-craft, an even smaller percentage of them can actually be taught to use it and a fewer number still can be kept from either blowing themselves up or falling towards the call of the Abyss. Even then, just a handful of arcanists complete their collegiate or intellectual training and prove themselves worthy to leave the hallowed halls of apprenticeship. If a peasant ever saw a true wizard in the flesh, it is a story they would pass down to their grandchildren – the time that they saw the very power of reality stride through their streets.

DIVINE MAGICK

The second tradition that the Ætheric Winds can be reached is through divine Magick. Its practitioners are clerics or priests who in return for their piety, their faith and their intense devotion to the gods, are lent gifts of power. These gifts are carefully recorded as illuminations in their prayer books, works of divine liturgy and ceremony that when intoned call forth the Winds from the Æthereal Veil. Ceremony and religious rites dominate its application. Clerics and priests have miracles of the smallest and grandest design at their fingertips. However, despite their piety and faith, the practice of divine Magick is not without its dangers – the gods who grant them their gifts of power do not necessarily protect against their use and their use makes them open to being used directly as vessels for their god's divine might. Whether or not a god uses one of its devoted as such a vessel depends upon the whims of the god, after all, the gods are nothing if not fickle.

By and large, clerics do not manipulate the Winds in the same traditions as wizards. However, they draw Magick forth from the same wellspring from where all deities derive power – the Æthereal Veil. The gods, however, make specific demands of their worshippers and expect strict adherence to those demands by their priests. Violation of these sacred tenets can result in a priest being denied the ability to use divine Magick, gaining Corruption, or worse.

THE CROUCHING ONE

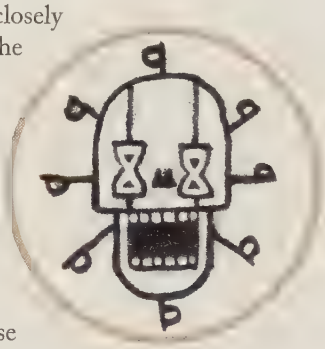
The Crouching One is the god of assassination, blood and cruelty and has been worshipped for thousands of years. In modern times, much of civilization has turned away from this vicious deity, with many countries outright banning His worship. The Crouching One is maniacal and devious, often appearing as a handsome male with striking angular features with His skin being scarred with countless, self-inflicted wounds. The Crouching One is often said to be the twin brother of the Custodian, both possessing similar preoccupations with death. Strangely, the Crouching One is a hero-god for the Elves, though open worship is rare. The Crouching One only gives prayers to those who perform a bloodletting ceremony; His actual powers are vile and murderous.

PRIESTHOOD: The Crouching One's murderous priests are called Bloodmongers. The only outward sign that anyone is a Bloodmonger are the tattoos they mark themselves with after every individual that they personally slay. Of course, they cover up such tattoos except in their ceremonies where they revel in them. They worship in secret and their ceremonies are often very sanguine and manic. The more killings they carry out in the name of the Crouching One, the more erratic and euphoric they become (though they expertly hide the madness in public). It does not take much for a Bloodmonger to tip over the edge into complete insanity, killing wantonly with serial joy. Many priests of the Crouching One suffer from a Disorder called the Dark Passenger.

COMMANDMENTS: As a death cult, the strictures of the Crouching One hold that all death is sacred, but assassination and murder the most sacred. It should not be rushed and killing is its own reward. Opportunities should not pass you by and though murdering by proxy is acceptable, it's not ideal. Bloodmongers are commanded not to betray the cult or conceal their killings from the clergy or the public – they are blasphemous artists in a way. Finally, they should only wield weapons that can be hidden upon their person.

THE CUSTODIAN

The Custodian bears a grim visage, but She is by no means a god of chaos, for She is the lord of death, dreams and the afterlife, as well as the husband to the Learner. The Custodian is depicted as a person of ambiguous gender cloaked by a large burial shroud. Although She bears a frightening appearance, the Custodian is wise and kindly though She remains mysterious and tight-lipped on the secrets of death. Since the afterlife is so closely tied to the Vault of Night, the Custodian is attended by the living who look to the stars for answers. She grossly despises the supernaturally-awoken undead, seeing them as having been stolen from Her realm, the Well of Souls. So many prayers deal with the destruction of those abominations.



PRIESTHOOD: Priests of the Custodian are called Augurs due to their ability to peer into the past and make sense of events in the present. As Augurs adhere more strongly to their faith, they grow more in tune with death, though not in a macabre way. Her priests spend hours ruminating on the nature of the soul and dreams, often becoming distracted from other tasks. Much like Funerary Mages, corrupted priests of the Custodian seek to root out the secrets of death from the Custodian and are thus sometimes diverted onto the crooked path of the Dark Disciple.

COMMANDMENTS: Augurs observe nothing but the utmost respect for the dead. Part of their strictures includes observing all rites of death, as well as paying their respects to the departed's loved ones. They also oppose the Supernatural of all sorts, as these unliving pretenders usurp the Custodian's natural order. They are cautioned to pay heed to their dreams – as dreams give an understanding to the deeper secrets of the Material Realm. Finally, and perhaps obviously, Augurs are forbidden from desecrating the graves or stealing from the tombs under the care of the Custodian.

THE DEMIURGE

The Demiurge is the dualistic god of nature, animals, earth and fertility, as well as the parent of the Leviathan. The Demiurge is a hermaphrodite, possessing both female and male attributes. All of life – including the other gods – is said to be born from the Demiurge's womb. Depictions of the Demiurge are always of a beast or animal, including humans, but whatever the form, the Demiurge is always depicted as being heavy with child. Priests who follow the deity of the wilds receive prayers, all of which tap into the raw majesty of the wilderness and the creatures that inhabit it.

PRIESTHOOD: Worship of the Demiurge is ancient and Its priesthood of Druids are truly blessed by their god. Druids make their worship in remote petrified glades and before stone monoliths, locations that far predate mortal kind's existence. It is not uncommon for these fringe priests to keep humble jobs such as midwives and herbalists. The most blessed of Druids have the wilds swirl around them, giving off the scent of fallen leaves or attracting animals wherever they roam. Taken down paths of corruption, Druids will revert to their ancient forbidden practices, such as living sacrifices and mass orgies of destruction. They would tear down every wall of civilization and see the world cast into absolute anarchy, if only to usher in a return to the basic elements of life.

COMMANDMENTS: The strictures of the Druids are much about respect and understanding. Animals should be honored for giving us their meat and bones, continuing the predator-prey cycle and for being truly innocent in the god's eyes. Once a year a Druid must abandon civilization to get in touch with their bestial side for a week. Sacrifices of animals or grain must be made monthly as well and Druids are forbidden from wearing metal – though they may wear skins. Druids also oppose science and innovation, encouraging the use of natural weapons and pure skill. Finally, Druids are forbidden from bringing harm upon animals, unless killed for food, in self-defense or as a sacrifice.

THE GOD-EMPEROR

According to folklore, a child was born of virginal birth, heralded below a blazing winter star. Three seers, witnessing the birth, prophesied the boy would save humanity. The blessed child grew from being a mere carpenter to become a strong and charismatic champion of order, who united dozens of warring regions into a cohesive empire. He eventually ascended to divinity and was dubbed the God-Emperor, becoming the lord of civilization, courage and humanity. From a heavenly throne amid the clouds, the God-Emperor's divine light brings revelation to the darkest of places, worshipped universally as the chief god of humanity. His prayers are radiant and inspire courage, but are only granted to the worthiest agents of order.

PRIESTHOOD: The priesthood of the God-Emperor are known as Godsworn: hammer-wielding, militant paladins who root out Mutants and chaos in the name of humanity. They are a zealous and headstrong priesthood, taught to never back down and to always put faith in their divine lord. Older Godsworn seem to exude holy light, with the mark of a burning hammer branded on their skin. Heretical Godsworn are unforgivable and deemed traitors of the highest order, militant supremacists who put anyone who is not 'purely human' to the flame, though what qualifies as 'purely human' is very much open to definition. Pogromists of the worst sort, their brand is twisted and upside down, indicating their allegiances to Ancestral purity.

COMMANDMENTS: The Godsworn must obey orders given to them by superiors and always show true allegiance for their godly lord. They must always promote civilization, even at the cost of their individual freedoms. Above all, Godsworn priests must follow the commandment to root out rot and Corruption in all its sordid forms. Finally, Godsworn must only wield blunt weapons so as to not spill blood. Cracking skulls, however, is encouraged when facing down Orx and other Mutant Ancestries.

THE LEARNER

As literacy slowly becomes more of a given than not, the Learner has moved from being an obscure deity to one of the most well-regarded. The Learner is the god of knowledge, justice and history, as well as the husband of the Custodian. He is a kind and patient though esoteric god, seen most often as an aged scholar or an owl. In addition to being the patron of philosophers and intellectuals, many sanctioned arcanists of all sorts pay lip service to the Learner. The Learner often values usable knowledge over mystical powers, but He does grant prayers of perception to those He deems intelligent enough to use them wisely.

PRIESTHOOD: The Learner's devout are called Truthsayers. Their ranks are few but well-regarded for their sagacity. They record and maintain great histories, including of those other faiths that let them and they often serve as arbitrators or judges on disagreements between feuding churches. As a Truthsayer obtains more knowledge and submits their new-found learning to the restricted archives kept by their priesthood, they develop an almost eidetic memory while their sense of judgement grows less humane and more pragmatic. Truthsayers who use knowledge for their own twisted purposes are beyond saving, for their awareness of dark truths can serve as potent weapons against their fellows.

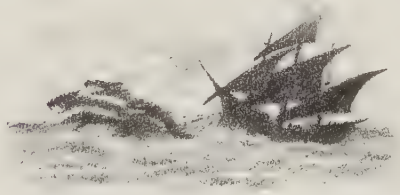
COMMANDMENTS: First among all of the Learner's strictures are that Truthsayers must safeguard knowledge of all sorts, as it is the foundation of civilization. It is also their duty to arbitrate in disputes, free from bias. In addition, though they view combat as a last resort, they see no shame in using it to overthrow injustice and heresy. The Learner also expressly forbids the priesthood from telling falsehoods, unless it would grant heretical or dark knowledge to others.

THE LEVIATHAN

The Leviathan is the goddess of the sea and of storms. A capricious and sometimes angry goddess, the Leviathan is often depicted as a massive, blue-skinned woman with undulating tentacles, though she is also depicted as an enormous creature of the sea, such as a kraken, shark or whale. She is also said to be the first daughter of the hermaphroditic Demiurge, born from Its loins deep below the sea. The Leviathan bestows prayers rarely, but the ones She does can becalm storms and bless voyages or plunge enemies of the faith into briny fathoms from which there is no escape.

PRIESTHOOD: Priests of the Leviathan are known as Drowned Ones. The most fervent followers of their lady are often sailors and explorers who having survived drowning and been kissed by the Leviathan's terrible storm, have been found worthy. Drowned Ones who descend deeper into the faith take on the tempestuousness of their lady and often smell horribly of dried seaweed and dead fish. Drowned Ones who command the mightiest of Magicks of the lady of storms can forcibly drown people they see as enemies or throw them overboard into the maws of sharks, the Leviathan's holy creatures.

COMMANDMENTS: Their beliefs are sometimes contradictory – some temples believe whistling on a ship is bad luck, while others think it encourages a good headwind. Common tenets forbid the killing an albatross, disobeying your captain, keeping a cat on the ship and countless others – they usually vary from ship to ship and temple to temple. Finally, the Leviathan prohibits the Drowned Ones from wearing armor heavier than quilted armor, so that they can swim unencumbered.



THE MARTYR

With plagues, disease and poison being common occurrences, the Martyr is a commonly worshipped goddess. The lady of healing, mercy and childbirth, the Martyr is the wife of the Steward. The Martyr is the only wholly-benevolent deity, hesitating to lift a hand against anyone and well-regarded as the protector of mothers and the slain sons of the battlefield. She is often depicted as a beautiful maiden clothed in all white and she is said to radiate a motherly, soothing glow. All of Her priests are taught the healing arts and her Magicks involving healing or caring for the injured and sick.

PRIESTHOOD: Those who come to worship to the Martyr call themselves Revered Mothers. As men are dissuaded from becoming Her priests, the vast majority of Her priesthood consist of women. They embody the care and love of their goddess, helping any who are in need of aid. As their years of healing the sick pass by, Revered Mothers become more resistant to their own pain, while feeling the pain of others more strongly; often openly weeping screaming lamentations at the sight of others in pain. Revered Mothers who follow darker paths still believe in the healing arts, but their surgeries: limbs that need only stitching are amputated, leechings turn into full exsanguination and so on. They become literal revenants of the battlefield, valkyries who only revive the dead in order to extol the war-like aspect of the Martyr (whom they would call the 'Red Revenant').

COMMANDMENTS: Revered Mothers, the priesthood of the Martyr, focus solely on others – never themselves. They will never refuse pleas for healing, but nor will they let someone suffer an agonizing death. They avoid killing at all times and carry no weapons, but they have an almost personal vendetta against the Abyssal Prince of Decay – many declare Him their mortal enemy. The Martyr forbids use of armor and Her priests may only carry a staff. Finally, they should never take the life of another, unless as an act of self-defense.

THE NIGHTFATHER

A wry smile, the cut of a leather coin purse and a lie told in confidence are all little worships given to the conniving Nightfather. The lord of good fortune, commerce and the patron of burglars and confidence men, almost everyone throws a brass or two to the Nightfather's coffers when all else seems impossible. The Nightfather is a trickster, though not malicious; He often appears as a cunning knave or orphan, otherwise in the form of a jackdaw such as a crow or raven. Many assert that the Nightfather was originally a mortal who tricked His way into ascending into the court of the gods. The lord of fortune's Magicks are subtle and often appear as twists of fate on the surface, which is what the Nightfather desires: keep people in the shadows as to his true intentions.

PRIESTHOOD: The Nightfather's priesthood is rag-tag and disorganized at best. Calling themselves Grey Guilders, they operate more as a shrewd merchant or banking guild than as an overarching church like that of the God-Emperor. Guilders are cunning and often throw caution to the wind, knowing the Nightfather will bless them with good fortune and safe travel. As they rise higher in the 'church', the Guilders will rarely make any decisions themselves, instead letting fate decide any course of action, even carrying dice or flipping coins to that end. Darker Grey Guilders not only place their own lives in the Nightfather's hands, but also the lives of others, spreading misfortune and death in the process. Their dice are always of onyx or jet. Such tarnished Guilders often mutilate half their face in reverence to the Nightfather as they dispense life and death at the flip of a coin.

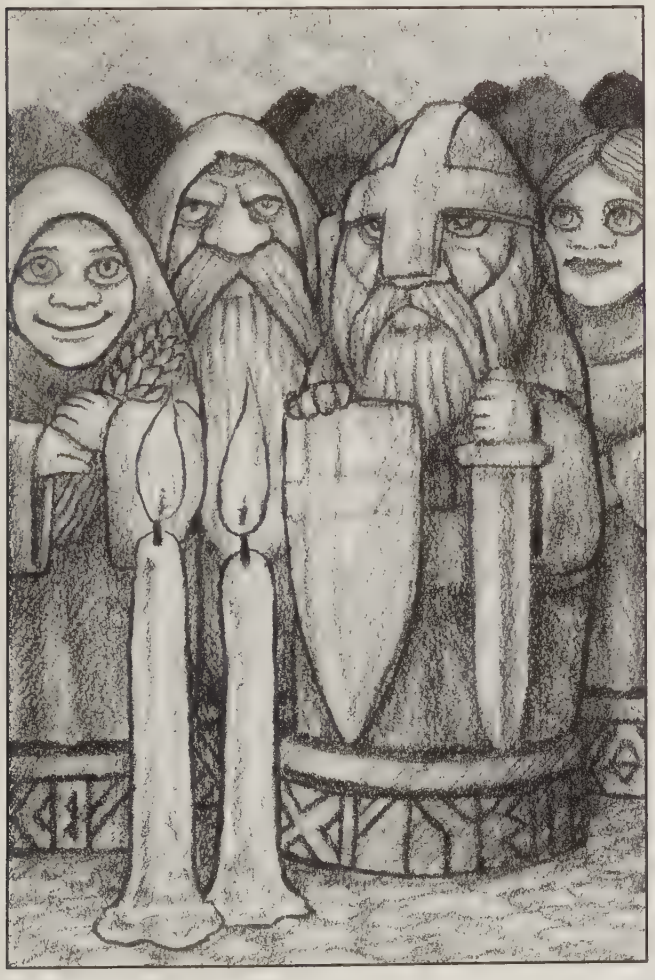
COMMANDMENTS: Grey Guilders expound freedom and liberty in their tenets. You must live by your wits, hold your sword back from unnecessary violence and work the wheels of commerce in your favor. They don't believe in honor, but trust is valued above all else. Oppression is a terrible sin; they consider it better to die than live under its yolk. The Nightfather demands that Grey Guilders donate one out of nine coins they have. They are expressly forbidden from wearing metal armor and commanded to only carry small one-handed weapons that can be secreted about themselves.

THE STEWARD

War and conflict have always existed, but only until recently have many taken the brutality of combat and turned it into a true art form and game. The Steward rules over this type of war, being the god of soldiers, strategists and warfare in general, as well as being the husband of the Martyr. A deity widely worshipped where the sun beats down the brightest and hottest, He is commonly represented by a rising sun, emblazoned with a downward-thrust spear. The Steward's prayers both rally allies and frighten enemies, with many great generals offering prayers to Him.

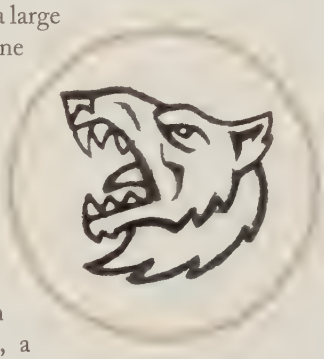
PRIESTHOOD: Faithful of the Steward call themselves Iron Abbots, steeled and martial warriors who spend almost as much time in battle as they do in worship. Steely-eyed and lionhearted, they nearly rival the Godsworn in their devotion, but Iron Abbots are far more proud and regimented. Their pride and devotion can be their undoing as it can lead to rash decisions and headstrong tomfoolery. Iron Abbots who follow darker paths become warlords, gathering other zealots to pillage and burn with a fervor rarely seen outside of an Orx horde. While the world fears rape and pillaging from soldiers, the zealotry of a corrupted Iron Abbot's fanatics inspires sheer terror.

COMMANDMENTS: The Steward is a foreign god, but respected all the same. Honor and dignity are highly important – His priests must not only respect their commander, but also show pity and respect to prisoners of war. The Iron Abbots show neither pity nor respect to the enemies of humanity, whether that be Mutant or Abyssal. Iron Abbots are expressly forbidden from using weapons other than spears, pikes and polearms. Lastly, when an Iron Abbot makes a promise or swear themselves to another, their Vow of Fealty to the Steward (as detailed out under Generalist Magick) means that it can only be lifted by the oath-giver or completion of a sacred quest.



THE WINTER KING

Far to the north, where the beasts are cruel and winters are crueler, only the Winter King holds court. He is a god of winter, wolves and battle, though His focus on warfare is more bloody and wild than the Steward's command of stratagem and organization. The lord of ice is worshipped most often in His form of a large, burly and bearded warrior, though He can also appear as a large winter wolf with a steely mane of hoarfrost. The Winter King gives no mercy and favors only the strongest of warriors, as those who die in the cold do not deserve to be protected from it.



PRIESTHOOD: The Winter King finds His chosen souls in the White Wolves, a priesthood who wrap themselves in wolf pelts and often serve as rangers and outriders. White Wolves are hardy and given to bloodlust, their heart and souls almost as cold as the woods and the tundra they dwell in. As the ice and sleet infuse their bones, White Wolves rebuke any sort of heat and have little trouble staying on the fringes of the wilderness despite the terrible season. Should a White Wolf let the howls of winter flurries bury into their souls, they become insane berserkers, straddling the line between man and beast in a ferociously bloody haze.

COMMANDMENTS: The White Wolves share similar tenets with the Godsworn. They too are supposed to obey superiors, defend their honor and be truthful in all things. Winter Wolves also believe that using ranged weaponry is dishonorable, as is wearing the pelt of a wolf you did not personally kill. Furthermore, they are bound by sacred oath not to back down from a direct challenge, often fighting to the death.

FAITH & WORSHIP

The gods and the church are integral to the people's lives – they serve as both guidance and leadership, and for many, they are the only certainty they have in a grim & perilous world. Crops may fail, children may be taken by pox and cities may fall, but the canticles of the church continue to be sung. Despite what many deacons and learned priests say, the gods do not speak to them and rarely show signs that they are real. Not every cleric can speak with the gods or use their Magick; in fact, those that can are exceedingly rare. In most cases, there is a difference between the 'god sworn' clergy of the God-Emperor and the true Godsworn priests who can call upon His enigmatic power.

Worship of each deity varies from region to religion. For example, worship of the God-Emperor takes place in grand temples and is very formal in structure, while a deity like the

Demiurge holds meetings only during the spring and at harvest time rather than congregating in grand churches. Despite the number of the gods worshipped in a grim & perilous world, most towns possess just a temple to a single deity, while small shrines to other gods may be found within. For example, temples to the Leviathan will be found in most ports, while temples to the Learner will be found near great schools and universities. Some temples serve dual purposes, for example, the Martyr's temples also service as hospitals and hospices.

Nevertheless, all gods find equal worship, at least among humanity. Most select a patron god as the center of their devotion, but all carry out the small rites and prayers befitting all the normal gods: a prayer to the Martyr when asking for a mercy, a call of thanks to the Leviathan for a hearty catch or a small beseechment for light from the God-Emperor in dark times. Demihumanity is a different story, worshipping both the traditional gods of humanity as well as their own pantheons. For example, Dwarves may worship the Steward and their ancient ancestors, while Ogres may look to a god of hunger for favor.

Most religions record their liturgies and prayers in holy books and tablets, but modern worship still involves a large amount of folk belief. Omens, portents and good luck charms – relics of a bygone old faith – still exist and to some, offer perhaps arbitrary protection. Does snapping your finger when seeing a falling star really bring good luck? Perhaps not, but why risk it? Most formal religions have adopted and canonized such omens and portents, for example, a grey wolf being an omen of death from the Winter King or a dove being a symbol of good health from the Martyr. Thus they are as holy as the gods themselves.

Each god has their own priesthood and their role in maintaining the faith and administering to the faithful, varies from religion to religion. Usually, there is often both a hierarchy in the church and a split between a militant and scholarly arm. There is little consistency – God-Emperor priests are both warriors and scholars while the Demiurge's followers serve mainly as intellectual adherents. What is consistent is that worship requires total devotion; priests often devote their entire life to the service of their god, following and enforcing the tenets of their faith. Those that rebel against or veer away from these tenets or break the church's commandments or bring the faith into disrepute, often find themselves excommunicated or if a priest, defrocked and excommunicated. What constitutes reason enough to be excommunicated varies from religion to religion. However, every church demands that the priesthood be models of perfection and not only practice, but live by the tenants of its faith. Choosing to don priests' vestments is not something to be decided upon on a whim – it means a life of servitude, separation and dogma for the potential promise of divine reward.

HERESY & FANATICISM

Religion though, exists beyond the boundaries of the formal religions. Here it takes on a darker form and may not even be legal. For example, the Crouching One and his worship is almost universally outlawed, while the worship of many non-human deities or folk god offshoots is severely frowned upon if not outright banned. And should worship of an Abyssal Prince or one of their demons ever be discovered, then inquisitors with broad hats and flasks of fire will hunt down these heretics and then have them questioned under torture before drawing and quartering them without mercy. All are aware of the inquisition's wrath in such matters, but that does not stop some from worshipping the Abyssal Princes. Whether the Abyssal princes are truly 'real' as other gods is up for debate, but zeitgeist and dogma has ensured that these beings are a terrible possibility.

Nevertheless, even the accepted religions number fanatics among their faithful; the line between devotion and insanity being surprisingly thin. Some priests do veer from orthodoxy, joining heretical sects, mortifying their flesh and becoming almost as barbarous as demon worshippers. The duties of templars and paladins make keeping their faith more of a challenge than the priests in their temples. Tasked to root out and destroy the enemies of their god, in actuality templars and paladins sometimes find themselves undertaking unsavory acts that may not be entirely based on their god's commandments. "Fight fire with fire" is a common saying by inquisitors, who see it as the only way to root out Corruption. For the most part though, priests are generally well-meaning and have their flock's best interests at heart, offering guidance in times of trouble. Their temples ring with song and their roadside shrines see constant tithe, so it need not be all fire and brimstone – just some of the time.

FOUR PRINCIPLES OF MAGICK

There are four principles of Magick – General, Petty, Lesser and Greater, each of greater Magickal potential than the previous form. Each of these forms dictate a group of common power, results and expiration, which are called spells. The ability to learn and cast spells is granted by being of a specific Profession.

GENERALIST MAGICK

Generalist Magicks are the lowest principles of Magickal power, easily harnessed by those who know how to reach into the Æthereal Veil to draw forth their power. Learned by rote, intense prayer or by accident, Generalist Magicks are shared between both practitioners of Arcane and Divine Magick. Practitioners of either Magick must first master the lessons of basic Magick if they are to progress on to learning how to cast the Petty, Lesser and Greater Magicks of their chosen arcana or prayers to their god. Although they are the simplest to cast, Generalist Magicks are not without their dangers and just like more powerful spells, they too can generate Chaos Manifestations as the Ætheric Winds whip uncontrollably into the Material Realm.

PETTY MAGICK

The simplest forms of enchantment are Petty Magick and Generalist Magick and are minor enough that when cast, their spells may be construed by an outsider as luck, unusual phenomena or works of superstition. These range from extinguishing lanterns from afar, keeping ones' clothes entirely dry from the rain and imbuing a weapon with a god's blessing (or curse) to determining truth from fiction, temporarily robbing another's ability to speak and bewitching or cursing another with terrible dreams.

LESSER MAGICK

Lesser Magick is more complex than Petty Magick and when cast, it creates results that are wildly improbable, undoing reality in small ways. Such powers range from creating things out of thin air, invoking divine protection and vanishing and reappearing nearby to bewildering another with scintillating lights that only they may see, ensorcelling a weapon to temporarily burn with a tongue of fire or enabling you to breath water for a time.

GREATER MAGICK

Greater Magick re-authors the world around you or removes something which was formerly real, breaching the laws of reality. It can summon an earthen maw to consume enemies, cause a rain of fire over a village and open gates to other places across the world. It can bring forth heaven or hell-raised flames from the sky and earth, regrow limbs or chase away mutation entirely It can transmute lead into gold, or create mighty artifacts and relics.

YOUR LIBRARY OF SPELLS

Whenever you gain your first Skill Rank in Incantation, you must immediately make a choice: does your Character rely on the gods to grant them power or is it personal willpower and formula that they derive their power from? This choice is generally a function of your Profession's Special Trait. The choice also determines how you store your Magick spells in the written form:

ARCANE TOME: Those who prescribe to precious mathematical formula to conduct their Magick must write their lessons in an arcane tome. It may take many shapes. It could be a bronze rod inscribed with symbols that writhe along its length; a simple book, chained around one's waist to prevent theft by other practitioners; or stones inscribed with runes, kept in a special velvet pouch. The only limit to the form it takes is whether or not it can be used to record an arcanist's spells, but in a grim & perilous world, the most common form is a book of some kind. For example, those that practice the art of Transmutation typically inscribe their spells on sheets of rolled tin while those who use Necromancy author their vile rites within flesh-bound books.

PRAYER BOOK: Those who believe the gods grant them Magick must record their rites into a prayer book. Much like the arcane tome, it too can take many forms. It could be an illuminated scripture of the holy word; a sheaf of copper plates, held on a link of chain; or devotions hand-carved into a set of prayer beads. In general, the form that a prayer book takes reflects the teachings of the god it is devoted to. For example, the Winter King may require his priests to author their spells on the backs of animals they've slain, whereas the priesthood of the Custodian authors their spells upon death shrouds.

It would not be uncommon to find that a god would require their followers to place rites upon their tools. Either way, the prayer book is a permanent accounting of all the Magick spells you've learned.

As with an arcane tome, a prayer book is a permanent notation of all the spells that its owner has learned. Both arcane tomes and prayer books can be used to record up to nine total Magick spells, regardless of their form – Petty, Lesser or Greater Magicks.

LEARNING NEW SPELLS

Over the course of your adventures, you will inevitably run into others not unlike yourself. All arcanists jealously guard their Magick, especially if it is Magick that they have created themselves, but some may be willing to trade their knowledge with you or perhaps grant as a reward for undertaking some difficult service or other. It will be no great surprise to learn that some of them may lack your scruples and as such, their lust for power – in particular Magick power – is wanton and endless. To that end, they will ultimately seek to steal or destroy the knowledge you possess. This is just one of the many challenges that an arcanist may face, but if you can defeat such opponents, you can instead learn their secrets.

You may even stumble across ancient ruins which speak tales of sorcerers and priest-kings, who were then buried with their own accounts of Magick. Unsurprisingly, such tombs are rarely left unprotected and powerful curses, deadly traps and even the presence of the undead are usually enough to deter most individuals. The lure of power may be enough though, to seek such places out and with luck and skill mark your gaining of great power – or a perilous end to your story.

REQUIREMENTS: In order to learn new Magick spells, you must first have access to a Magick spell you don't currently know. This can be taught to you by a learned scholar, practiced in church by participating in ceremonies with your elders, transcribed from ancient texts or learned in any other fashion which may make sense, given your Profession. Once you commit to learning a new Magick, you can only spend time learning that specific spell. You cannot study multiple spells at once.

CREATE SACRED SCROLL: You record the intricate, complex Magickal formula and prayers temporarily on paper or parchment, called a sacred scroll. Generally, it takes one hour to record a Petty Magick spell, two hours for a Lesser Magick spell and three hours for a Greater Magick spell. Recording a spell upon a sacred scroll doesn't require any Skill Tests, but it cannot be interrupted, otherwise you must start over again. However, merely recording it doesn't necessarily mean that you have learned it yet. This is only the beginning of the process.

PRACTICE NEW SPELL: Before practicing a new spell, you must acquire the reagents necessary to cast it. These are listed according to the spell and may require the simple expenditure of coin or an adventure in itself. Once acquired, to practice the spell you will repeat the correct intonation of syllables, the weaving of one hand and the proper

SIDEBAR: COST OF REAGENTS

Most reagents require a bit of cleverness on the player's part to hunt down. While many can be found through use of Skills, foraged for in the wild or recovered from Slain! enemies, some reagents must be manufactured. In cases where you are uncertain how much a reagent would cost to purchase or resell, follow these simple guidelines to determine cost by Principle of Magick:

- Petty Magick Reagent: 3 brass pennies (bp)
- Lesser Magick Reagent: 6 silver shillings (ss)
- Greater Magick Reagent: 9 gold crowns (gc)

use of the reagents. It takes one day in ceremony to practice the new Petty Magick spell, two days in ceremony for a new Lesser Magick spell or three days total for a Greater Magick spell. The hours spent in ceremony, along with the days spent in ceremony, are sacred to both arcane and divine magicians. Fortunately, these days need not be consecutive, but the days you commit to the ceremony cannot be disturbed, or else you must begin anew.

FINALIZE RESEARCH: Once you finish practicing, you'll make an Incantation Test to see if your research was successful, with the principle of the Magick setting the Difficulty Rating; Generalist & Petty Magick has a fixed Difficulty Rating of (Routine +10%), Lesser Magick a (Standard +/-0%) and Greater Magick a (Challenging -10%), but the GM may change it as the situation dictates.

Upon success, you finalize your research and are ready to record the Magick into your arcane tome or prayer book, but must spend Reward Points to record it. If you rolled a Critical Success on the Incantation Test, you both finalize your research and need not spend Reward Points to record it. Failing the Incantation Test means you must begin practicing anew right from the start. A Critical Failure however, means you can never learn this Magick spell.

RECORD THE SPELL

In all cases, once you have succeeded or Critically Succeeded to learn the Magick spell, you must incinerate the sacred scroll in flames, using the ashes mixed with an ink pot (which are both expended) to author the spell into your arcane tome or prayer book. This step also permanently 'writes' the Magick spell into your mind, so that you can cast it at any time without looking at the Magickal formula. In addition, it allows you to use your arcane tome or prayer book to Channel Power later on.

Finally, you must finally spend either 100 Reward Points for a Petty Magick spell, 200 Reward Points for a Lesser Magick spell or 300 Reward Points for a Greater Magick spell to complete the ceremony. Once complete, you can now cast the Magick spell without aid of your arcane tome or prayer book. Be sure to track the Magick spells you know under Unique Advances on your Character Sheet.

You can only ever learn a number of Generalist Magick, Petty Magick, Lesser Magick and Greater Magick spells equal to your [IB]. This means that if you have an [IB] of 5, you can only learn 5 Generalist, 5 Petty, 5 Lesser and 5 Greater Magick spells.

CAST MAGICK OVERVIEW

Below is a brief overview to follow whenever you wish to cast Magick:

- Step I: Select Magick Spell
- Step II: Channel Power
- Step III: Determine Results
- Step IV: Roll Chaos Dice
- Step V: Unfetter Spell

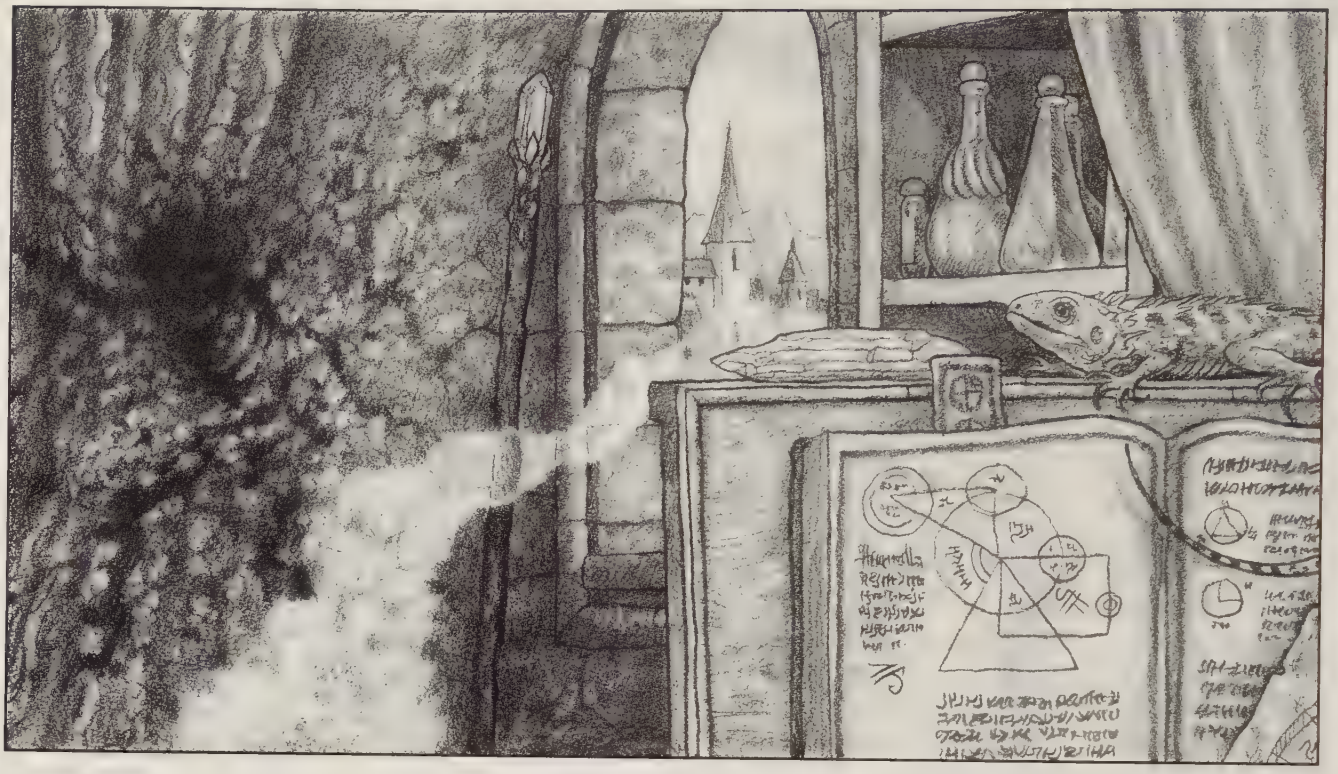
STEP I: SELECT MAGICK SPELL

Drawing forth from the Æthereal Veil, the aspiring practitioner creates an invisible breach to form chaos into order. With the intonation of words, the weaving of hands into the air and presentation of the reagent, this complicated ceremony may bear the fruit of arcanist's labors – or ultimate disaster.

Whenever you wish to attempt to cast Magick, you must first choose what Magick spell your Character intends to cast. Only Magick spells that the Character has formally learned can be attempted. In addition, you cannot wear armor which possesses the Heavy Quality while casting Magick, as it inhibits the ability to use the Incantation Skill properly. Wearing any sort of armor may produce harder Difficulty Ratings to properly cast Magick.

THE FOUR RULES OF MAGICK

Use of Magick is traditionally bound by four, easy to remember, restrictions: one hand must be free, you must be able to see, you must be able to speak and you must have all of the appropriate reagents on your person to properly cast.



Providing the circumstances are right – and the reagents are available – announce to the GM you intend to use a specific Magick spell.

GM ADJUSTS DIFFICULTY RATING

Generalist & Petty Magick has a fixed Difficulty Rating of (Routine +10%), Lesser Magick a (Standard +/-0%) and Greater Magick a (Challenging -10%), but the GM may change it as the situation dictates. These circumstances are always the result of outside influence and can have a positive or negative influence upon the outcome. For instance, if an arcanist is involved in an Engagement where one side outnumbers the other, then this plays into their favor and they will be awarded a bonus to their Incantation Skill Test. Conversely, if the arcanist wants to cast Magick into an Engagement where their intended targets stand amongst their own allies, it will work against them and their Incantation Skill Test will be penalized.

MAGICK SPELLS IN COMBAT: If you are in combat, you must spend the appropriate number of APs on your Turn before you make an Incantation Test. Generalist and Petty Magick costs 1 AP, Lesser Magick 2 APs and Greater Magick costs 3 APs. Casting a spell takes ten seconds of in-game time. As Duration is measured in minutes (and combat Turns are measured in seconds), it's usually unnecessary to track Duration in combat.

CONCENTRATION: Given that some Magick requires Concentration or the casting time extends into next Turn, if you are brought to harm during this time, it may spoil your casting. If for any reason you suffer Damage or Peril, have to Resist Magick or an Effect, Counterspell, Dodge or Parry during this time, you will need to make a successful Resolve Test or your focus will be broken. Once Concentration is broken, the Effects of spells that have a limited Duration immediately end.

You can only Concentrate upon one Magick spell at a time, but may cast other Magick spells while Concentrating.

STEP II: CHANNEL POWER

A practitioner of Magick may need to draw deeper from the Æthereal Veil, gathering more power than normally possible to expand their hold over Magick. Widening the rift, it can produce more desirable results by drawing in and venting more chaotic power. However, the Æther is fickle and even the most sagacious of spell casters cannot fully control what may occur afterwards.

Before or after the Difficulty Rating is called out by the GM, you can attempt to absorb more power from the Æthereal Veil. Drawing deeper from the well, it raises the chance for success, but not without raising the stakes. This is known as Channeling Power, costing 1 AP if done during combat. Only those who possess the Arcane Magick or Divine Magick Trait can attempt to Channel Power. Be careful though, the chances of you provoking a more severe incursion of Æthereal dissonance increases with the number of Chaos Dice you roll. You must have an arcane tome or prayer book in-hand to Channel Power.

When Channeling Power, you have three options (with the following consequences):

- Raise your chances of success by increasing the Difficulty Rating by one positive step, but immediately suffer 1 Corruption. In addition, you must roll 1D6 Chaos Die after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.

  Raise your chances of success by increasing the Difficulty Rating by two positive steps, but immediately suffer 2 Corruption. In addition, you must roll 2D6 Chaos Dice after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.

- Raise your chances of success by increasing the Difficulty Rating by three positive steps, but immediately suffer 3 Corruption. In addition, you must roll 3D6 Chaos Dice after your Magick is cast to see if a Chaos Manifestation is triggered, regardless of whether the casting was successful or not.

Grover Caldwell is attempting to cast a Petty Magick spell. He currently faces an (Arduous -30%) Incantation Test. Grover decides to Channel Power, raising the Difficulty Rating by two steps. This moves the Difficulty Rating for his Incantation Test from (Arduous -30%) to (Challenging -10%), while suffering 2 Corruption. However, Grover must roll 2D6 Chaos Dice after making his Incantation Test.

CORRUPTION: Corruption is temporarily recorded on your Character sheet, as mentioned in **Chapter 3: Character Creation**. Remember, the more Corruption you gain, the greater the chance there is of your gaining a mark on your Chaos Rank at the end of the Game Session. Once you've decided to Channel Power, you must make an Incantation Test.

STEP III: DETERMINE RESULTS

Giving shape to chaos in the Material Realm, your Magick takes hold. Its results depend upon the spell that has been cast, whether that is a subtle influencing of a target's actions or a blaze of scintillating light that dazzles and blinds all.

Each Magick spell has a list of Effects. Effects take hold if your Incantation Test is successful. However, if you Critically Succeed the Incantation Test, you'll take into account both the standard Effects and the result from the Critical Success listing. Failing an Incantation Test has no immediate drawbacks. However, Critically Failing an Incantation Test can be devastating. Refer to the Critical Failure listing for the Magick spell to determine what happens.

DISTANCES & SIGHT

In order for it to strike a target at Distance, you must be able to clearly see the intended target of your Magick spell. Those partially obscured may raise the Difficulty Rating for your Incantation Test. The GM will make that determination.

BURST, CONE & EXPLOSION MAGICK: Some Magicks affect not one, but many targets. Magick of this nature is unpredictable, rarely unable to distinguish between friend and foe once a practitioner casts it. For purposes of these Magicks, their Effects will be indicated as either a Burst, Cone or Explosion Template in the Magick's description. You can reference Templates back in **Chapter 7: Trappings**.

TOUCH MAGICK: Some spells require a practitioner of Magick to touch another for its Effects to work. During non-combat situations, it should be easy enough to touch someone without them being inherently aware that you're trying to harm – or help – them. However, if this takes place during combat, you must be Engaged with the person before you can attempt to touch them. This is considered a part of the Cast Magick action, requiring no additional expenditure of APs or Skill Tests to initiate the touch. The Distance entry will always note if the subject must be touched.

AVOIDING MAGICK

Magick often requires an opponent to Resist the Effects of a spell by using one of their Skills. If a spell can be resisted, it will be indicated in its description as well as the Skill necessary to Resist its Effects. Touch-based Magick cannot be Dodged or Parried, requiring an unwilling person you can touch to Resist with a successful Coordination Test to avoid its Effects. If the subject of your spell willingly accepts its Effects, they are not required to Resist its Effects – even if your Magick goes haywire with a Critical Failure!

Whenever a foe is struck by Magick that requires them to Resist its Effects, they must make a relevant Skill Test as indicated in the spell's entry. The Test's Difficulty Rating is based on the Difficulty Rating of the Magick cast by your foe and always translates into its opposite as a bonus or penalty. This means that if the Difficulty Rating of the Magick cast by your foe has a Difficulty Rating of (Routine +10%), your Difficulty Rating to Resist is (Challenging -10%). However, the GM may adjust the Difficulty Rating for Resisting Magick based on the situation. Some conditions may play into your favor, for example, casting Magick upon someone who cannot readily see you, and at other times against you, such as a foe presenting a holy symbol meant to ward off chaos as you cast a necromantic spell on them. These determinations will always be made by the GM.

As mentioned in **Chapter 8: Combat**, Defenseless and Helpless foes cannot Resist Magick spells.

MAGICK FORMAT

Every Magick spell in **ZWEIHÄNDER** is presented in the following format:

DISTANCE: This reflects the range over which your Magick can be cast. Distances that rely on sight and sound must take under consideration visibility. For instance, if it is dark out it would be nearly impossible to target another with Magick without proper lighting (or an appropriate Trait to see in the dark). If the Distance says 'yourself', it means precisely that you can cast it only on yourself and no other. If a Magick spell can be cast upon objects or people by touch, it means that it can also be cast on yourself. Any time a 'person' is mentioned, it also means a creature (unless there is a restriction mentioned in the Effects) or yourself. The GM will apply their best judgement in these cases. You are always your ally, so you can cast Magick intended for others upon yourself as well.

REAGENTS: Reagents are material ingredients normally required to cast Magick. Reagents are usually not expended after casting Magick, unless indicated otherwise in brackets as in (expended). When reagents are expended, they are destroyed whether you were successful in casting the Magick or not. No additional time is required to produce reagents in readiness to cast a Magickal spell. Unless buried in the bottom of your backpack, it is always assumed that reagents are within easy reach – such as in pockets, a slingbag or folds of a mantle – when casting Magick.

DURATION: This determines how long the Magick lasts once successfully cast, until it runs its course. Duration can be ended by caster at will, unless they critically failed to cast it. Otherwise, it must be made subject to *Dispel Magick* in order to stop it before its Duration expires.

EFFECT: An Effect describes what happens after the Incantation Test has been successfully made. In some cases, you'll deal Damage with your Magick spells using a number of 1D10 Magick Dice. However, Magick Dice never explode like 1D6 Fury Dice do. In all cases, 'person', 'foes', 'creatures' and 'allies' are interchangeable, imposing no additional distinction or restriction due to the relationship you have (or lack thereof) for consideration as to who is affected by the Magick.

CRITICAL SUCCESS: The Magick works, gaining additional bonuses indicated in this description. Note that Magick spells where you've rolled a Critical Success cannot be made subject to Counterspell.

CRITICAL FAILURE: The Magick fails and incurs additional penalties indicated in the description. Critical failures generally indicate that the Critical Failure Effects last as long as the Duration, unless stated otherwise. Naturally, it is not to your benefit to Unfetter the Duration in these cases!

GENERALIST MAGICK

Each of the listings below represents the broadest application of Magickal power. It should be noted however, that while they may have the same Effects and require the same reagents, not every spell is known by the same name. For example, while a Diabolist would call *Ægis* by its proper name, a Preacher of the God-Emperor would call it the *Emperor's Shield*, a Hedgewise might know it as *Witchly Protection* and to an Adherent it would be *Mother's Grace*. You should feel empowered to change the names of these Magick spells to suit your Character's basis of Magickal practice.

GENERALIST SPELLS

Ægis	Invoke Fury
Anoint Weapon	Magick Missile
Bewitched	Pinprick
Cack-handed Grasp	Rainshade
Candlelight	Robber's Misery
Dispel Magick	Sanctuary
Gust of Wind	Shut-eye
Hasten Speed	Trackless Step
Hat-Trick	Vow of Fealty
Haunting	Warding
Hush	Will o' the Wisp
Indomitable Spirit	Wytchsight

ÆGIS

A mystical halo of wind buffets you from all sides, offering you protection from attacks.

Distance: Yourself

Reagents: A splinter of a wooden shield kept in your pocket

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, add 3 to your Damage Threshold and you cannot Bleed. If you are currently Bleeding, you are Bleeding no more.

Critical Success: As above and you are immune to Damage inflicted by ranged weapons.

Critical Failure: Your Magick goes terribly awry, as the wind is knocked out of you. You immediately suffer 1D10+1 physical Peril and are left Defenseless for the Duration of the spell.

ANOINT WEAPON

With but a touch, you imbue a weapon with righteous might.

Distance: Any one weapon you can touch

Reagents: Three drops of holy water dabbed upon the weapon (expended)

Duration: 3+[WB] in hours

Effect: After successfully casting this spell, a weapon you touch gains the ability to strike enemies that may be normally unharmed by non-Magickal weapons.
Critical Success: As above, but you can anoint up to three weapons instead.
Critical Failure: Your call to bless a weapon has angered gods unknown, as you now suffer from a terrible curse. For the next 24 hours, you must add an additional 1D6 Chaos Die to all Magicks you cast.

BEWITCHED

With a simple rhyme and an object in-hand, you can call forth a terrible hex to befall the object's keeper.
Distance: Any one object you can touch
Reagents: An inanimate object you wish to curse, which must be small enough to carry in the hand
Duration: Forever
Effect: After successfully casting this spell, the object you touch is bewitched. Whenever another carries this object, they suffer an irritating curse – such as flatulence, hiccups, pimples, warts or an otherwise innocuous but annoying Effect. As a consequence, the cursed suffers a -10 Base Chance to all Fellowship-based Skill Tests while the object remains in their possession. A foe cannot be made subject to the Effects of more than one curse at a time.
Critical Success: As above, but the cursed instead suffers a -20 Base Chance to all Fellowship-based Skill Tests.
Critical Failure: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer a -20 Base Chance to all Fellowship-based Skill Tests so as long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!

CACK-HANDED GRASP

Take one dab of fat, rub between the fingers and a foe will immediately drop whatever is in-hand.
Distance: Any one person you can see
Reagents: A dab of animal fat, rubbed between two fingers (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe instantly drops whatever is in their hands onto the ground just outside of easy reach.
Critical Success: As above and your foe is knocked Prone.
Critical Failure: Butter weeps from your hands. You are rendered maladroit for 24 hours. You cannot hold anything in your hands without it slipping out of grasp.

CANDLELIGHT

With a snap of your fingers, you can ignite a candle, torch or other tiny object that's flammable.
Distance: Any one object you can see
Reagents: A drop of lantern oil rubbed between your fingers (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can ignite a candle, torch or other tiny object you can see. It provides an insignificant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Optionally, you can hold this burning light in your palm without risk of harm, until you must use your hand again.
Critical Success: As above, but you can ignite up to three objects instead.
Critical Failure: Fire suddenly engulfs your arm. You immediately suffer 1D10+1 Damage from fire. If you suffer Injuries from this Damage, you are On Fire instead.

DISPEL MAGICK

Weaving your hands about, you instantly cause a Magick spell to end abruptly.
Distance: Any one object or person you can see
Reagents: A silver tuning fork, struck against the ground
Duration: Instantaneous
Effect: After successfully casting this spell, you immediately cause one Magickal spell's Effect to end permanently. This can be used to dismiss Magickal Effects, such as *Ægis* or other Magick spells which may protect another. This has no Effect on summoned creatures or Rituals. You must have this

Magick in order to Counterspell. Finally, you can never use *Dispel Magick* to dismiss the Effects of other Magick spells whose Duration is listed as Instantaneous.
Critical Success: As above and the person who was affected by the *Dispel Magick* suffers 1D10+1 physical Peril.
Critical Failure: As the tuning fork strikes the ground, your ears begin to bleed as you are deafened and concussed. You immediately suffer 1D10+1 physical Peril and cannot hear for 24 hours.

GUST OF WIND

With a 'whoosh', a wind is drawn from the Æthereal Veil to blow things about.
Distance: Any one object you can see
Reagents: The breath of a chaste woman, contained in a jar (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can conjure a gust of wind which instantly extinguishes candles, blows papers about and tosses blankets around.
Critical Success: As above, but instead the wind can be directed to open an unlocked door or move a heavy object no larger than a carriage.
Critical Failure: A sudden gale of wind blows you over, as you are knocked Prone.

HAT-TRICK

You produce an aberrant creature from the folds of your clothing.
Distance: Yourself
Reagents: A bag, hat or pocket from where an animal can be withdrawn
Duration: Instantaneous
Effect: After successfully casting this spell, you produce a small living animal of your choice, such as a dove, fish, mouse or rabbit. This creature has an odd mutation about them, such as mismatched eyes, hidden boils beneath their fur or even two tails.
Critical Success: As above, but you draw three creatures forth instead.
Critical Failure: You draw nothing from your hat, save bloodied fingers! You begin to Bleed and are unable to use your primary hand for 24 hours.

HAUNTING

Contacting the world between here and elsewhere, you call forth a poltergeist to rattle its chains and haunt an area.
Distance: Any one place you can see
Reagents: The death shroud of someone murdered
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can conjure ghostly sounds or voices, which manifest as a low whisper or a dull roar. They can only mimic natural sounds or voices that your Character would know (the GM may require you as the player to sound them out at the game table).
Critical Success: As above, but instead those who witness the Haunting suffer from Stress (as mentioned in **Chapter 11: Game Mastery**).
Critical Failure: You are contacted by the Abyssal Princes, babbling in ancient languages within your mind. A terrible secret of your past is revealed to you. You immediately suffer 3 Corruption.

HASTEN SPEED

With a 'snap' of your fingers, you usher others to move much faster.
Distance: Any one person you can touch
Reagents: The boot of a weary traveler, worn on your feet
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch increases their Combat Movement and Initiative by 3.
Critical Success: As above, but they also gain 1 additional AP per Turn in combat.
Critical Failure: Time begins to ebb strangely around you. The person you intended to hasten immediately ages three years.

HUSH

With but an utterance, you steal the ability of another to speak.
Distance: Any one person you can see
Reagents: A silver thimble placed upon your finger, raised to your lips
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately silence one foe and render them unable to verbally communicate whatsoever. Your foe can successfully Resist with an Awareness Test.
Critical Success: As above, but your foe is unable to Resist this Magick.
Critical Failure: An invisible, demonic cat steals your tongue and will not return it for 24 hours. During this time, you cannot speak.

INDOMITABLE SPIRIT

By crushing the shell in-hand, you are able to grant a minor gift of protection to another.
Distance: Any one person you can touch
Reagents: A shell of a tortoise (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch increases their Peril Threshold by 3.
Critical Success: As above and they immediately move one step up the Peril Condition Track positively.
Critical Failure: With but a touch, the strength withers away from the intended beneficiary of this Magick. They suffer a -3 to Peril Threshold for the spell's Duration.

INVOKE FURY

Invoking righteous anger and vengeance, you instill the god's power unto another.

Distance: Any one person you can touch

Reagents: Ink or dye, which is painted on the person's hands or face (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch is given the gift of retribution. They may add a 1D6 Fury Die to their next Total Damage roll with a melee or ranged weapon.

Critical Success: As above and the person may add the Punishing Quality to their weapon.

Critical Failure: Your invocation has angered the god of war. As a result, the next attack successfully made upon you with a melee or ranged weapon inflicts an additional 1D6 Fury Die to the Total Damage roll and adds the Punishing Quality.

MAGICK MISSILE

You conjure a missile of energy that darts forth to harm your enemies (but not the darkness).

Distance: Any one person you can see

Reagents: A silver dart, held in-hand (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, one foe suffers 1D10+[WB] in Damage.

Critical Success: As above and the foe drops whatever is in their hands just outside of easy reach.

Critical Failure: The bolt flickers outwards before turning and striking you! You suffer 1D10+[WB] in Damage and drop whatever is in your hands just outside of easy reach.

PINPRICK

With but a prick of the needle, you can render another dazed.

Distance: Any one person you can touch

Reagents: A small needle, held in-hand (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, one foe suffers 1D10+[WB] in physical Peril.

Critical Success: As above and the foe is unable to Counterspell, Dodge or Parry on their next Turn.

Critical Failure: Your body is wracked with pain, lightning lancing through your bones. You suffer 1D10+[WB] in physical Peril.

RAINSHADE

Raindrops keep falling on your head, but you stay dry despite the weather.

Distance: Yourself

Reagents: A leafy branch held above your head (expended)

Duration: 3+[WB] in hours

Effect: After successfully casting this spell, you can travel in the rain or snow without getting wet. This does not ward against other Effects related to rain or snow that may inflict Peril or other penalties related to weather. However, it will keep your clothes dry, your torch lit and your grimoires safe!

Critical Success: As above, but you also clear the area of bad weather within a Burst Template around you, so that others may take advantage of this Magick.

Critical Failure: The weather around you grows worse, as you're drenched to the bone. You suffer 1D10+1 physical Peril.

ROBBER'S MISERY

You permanently lock a door, preventing second story men from ever entering.

Distance: Any one key you can touch

Reagents: A skeleton key

Duration: Forever

Effect: After successfully casting this spell, a key you touch can be used to permanently lock one portal or lock. That lock can never be picked or the door opened without use of this key. However, it doesn't prevent it from being busted open.

Critical Success: As above, but this key can be used on three portals.

Critical Failure: Doubtlessly, you will be made victim to theft in the next 24 hours. Likely, it will be at the hands of a treacherous little Guttersnipe. Only the GM knows the truth of what is to occur.

SANCTUARY

This simple Magick wards away those who'd do you harm.

Distance: Yourself

Reagents: The bone of a saint or revered priest

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, foes who are classified as Humanoids who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. This Magick is broken if you attempt to bring harm upon any whom have been made victim to this Magick.

Critical Success: As above, but triple the Duration.

Critical Failure: Suddenly, you provoke all foes to immediately target you. They make you the object of their ire for the spell's Duration, attempting to end your life!

SHUT-EYE

Between the lines of awake and asleep, in the haze that is wakeful slumber. After the darkness spreads, but before the sandman arrives, I hear your name leave my lips.

Distance: Any one person you can touch

Reagents: A handful of sand poured onto the ground (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you immediately render one foe Helpless as they are knocked Prone. Your foe can successfully Resist with an Awareness Test.

Critical Success: As above, but your foe cannot Resist this Magick.

Critical Failure: You cannot seem to rest, despite what you do. You suffer from Sleep Deprivation for 24 hours.

TRACKLESS STEP

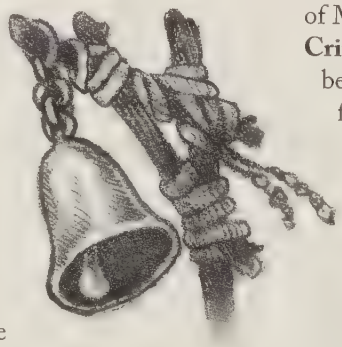
Sprinkling salt in your wake covers your tracks, unable to be followed by even the most seasoned of rangers.
Distance: Yourself
Reagents: A jar of epsom salt, sprinkled in your wake (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, you and a number of allies equal to your [WB] are able to pass over surfaces such as snow, mud and vegetation without leaving a trace behind. You must be on foot and can run as well as walk while still benefiting from this spell. Your progress cannot be tracked for the Duration of the spell. It does not work while riding beasts or aboard a wagon or coach.
Critical Success: As above, but triple the Duration.
Critical Failure: Your feet give out from underneath of you, as you grow tired and weak. You and your allies suffer from 1D10+1 physical Peril for every hour of travel for the Duration of the spell.

VOW OF FEALTY

A willing person swears to carry out a sacred vow or forswears from a specific action.
Distance: Any one person you can touch
Reagents: A willing participant, whose name you announce
Duration: Forever
Effect: After successfully casting this spell, the person you touch vows to carry out or swear against an action you set. Breaking this vow temporarily drops their Brawn by -10%, until the oath-breaker appeals to you to lift the Magick or completes the task they were charged to do. Once the vow is upheld and comes to fruition, the Magick fades.
Critical Success: As above, but they instead suffer -20% to Brawn.
Critical Failure: Although you word the pledge right, it doesn't seem to take Effect. You are held to a vow yourself, given at the behest of the Abyssal Princes. You will suffer a -20% to Brawn if you break this vow and must see it through to its completion.

WARDING

By ringing a tiny bell or clapper, you protect an area against trespass.
Distance: Any one object or portal you can touch
Reagents: A tiny bell rung three times
Duration: Special
Effect: After successfully casting this spell, the object or portal you touch can make you mentally aware if it has been trespassed against or stolen – even if you are asleep or hundreds of leagues away. Once triggered, the Magick fades.
Critical Success: As above, but the Warding never fades. It can be dispelled though.



Critical Failure: Tracing your fingers to produce the wards causes terrible intestinal discomfort. You suffer 1D10+1 physical Peril.

WILL O' THE WISP

Several motes of light ignite, leading you and your allies through the darkness.
Distance: Yourself
Reagents: A firefly crushed in-hand (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you conjure nine green wisps of light, gently floating above the ground. They can be mentally controlled to move slowly out into the distance, but must remain within sight or else wink out of existence. They cast a poor light, no greater than that of a candle.
Critical Success: One wisp can be trapped in a container, to forever conjure poor light as a candle.
Critical Failure: Green fireflies dart back and forth, stinging you with tiny electrical zaps, but then disappear to hide in the nearest tree or building. You suffer from Sleep Deprivation for 24 hours.

WYTCHSIGHT

You peer into the spirit realm beyond through a swath of cloth.
Distance: Yourself
Reagents: A blindfold placed over your eyes
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can visually determine if an object or person is imbued or under the influence of Magick. Naturally, since dark Magick flows within the unliving, you can also detect creatures that are classified as Supernatural.
Critical Success: As above, but you can also detect what sort of Magick spell has affected the object or person, if any.
Critical Failure: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you, as you're temporarily blinded for 24 hours. During this time, you automatically fail any Skill Test which requires you to see.

ARCANE MAGICK

Practiced by those who possess the Special Trait of Arcane Magick, one of ten total Arcana can be learned in Intermediate or Advanced Tier. Calling forth their Magicks from raw chaos-stuff of the Æthereal Veil, they attempt to bring the Winds of Magick under their control, putting themselves at risk to channel Magickal power without divine guidance. As such, they can generate perilous Chaos Manifestations if not properly channeled.

Below are the ten most common Arcana:

ARCANA OF ANIMISM

SPELL	PRINCIPLE
Feast for Crows	Lesser
Inhuman Fury	Petty
Lemurian Polymorph	Greater
Primeval Form	Greater
Quoth The Raven	Petty
Savage Transformation	Lesser
Sooth the Savage Heart	Petty
The Beast Within	Greater
Tongue of Beasts	Lesser

FEAST FOR CROWS

You conjure forth a murder of crows, which harry and harm your enemies.

Distance: Any one place you can see
Reagents: A crow, sacrificed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can conjure a flock of murderous crows that swoop about your enemies, dispersing only after tasting blood. All those who are caught within the Burst Template suffer 2D10+[WB] in Damage.
Critical Success: As above, but those caught in the Feast for Crows begin to Bleed.
Critical Failure: You call forth a flock of murderous crows – armed with iron beaks and dagger-like talons – not from the Material Realm but from the Abyss! They swoop about you and you suffer 2D10+[WB] in Damage and begin to Bleed.

INHUMAN FURY

Wretched talons extend from your hands, as you're possessed by a creature's animus.

Distance: Yourself
Reagents: Talons of a raptor or claws of a bear
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your hands no longer terminate in fingers and thumbs, but in deadly claws or talons. Claws are a two-handed melee weapon with the Vicious Quality. Talons are a two-handed melee weapon with the Fast Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with these claws or talons, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but your foes Bleed instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: Wicked thing! Your fingers and thumbs immediately bend backwards and a horrendous snapping is heard as they fold over your palms like a rakshasa's paws. You suffer no damage from this mutation, but are unable to use your hands for 24 hours.

LEMURIAN POLYMORPH

Your Magick changes the subject into its primal form, the very roots from which its ancestors hail. Sprouting hair from its body in strange places, it babbles incoherently... and eventually wanders off.

Distance: Any one person you can touch
Reagents: The skin of a rare frog (expended)
Duration: Forever
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be turned into a primitive version of its own Ancestry. This foe is rendered utterly harmless and Helpless. They may begin to pick their nose, throw their feces, beat their chest, furiously masturbate, dance around with their arms waving in the air, roll up into a ball and laugh, bray like a wild animal or simply wander away.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: Not only does the Magick utterly fail, but you immediately suffer 9 Corruption.

PRIMEVAL FORM

Your haunches explode into muscle-covered brown fur as your hands turn into the paws of a great bear.

Distance: Yourself
Reagents: A hide of a Man-Eater, worn on your shoulders
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Man-Eater, such as a bear, tiger or alligator. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the Magick spell immediately ends.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a bear-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness

this transformation must succeed at a Resolve Test or be made a victim of Terror.

QUOTH THE RAVEN

With a burst of feathers, you turn into one of the most noble of jackdaws.
Distance: Yourself
Reagents: Three feathers of a crow or raven, held aloft (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Small Animal, such as a jackdaw, crow or raven. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in feathers, you take on the form of a crow-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test or be subjected to Stress.

SAVAGE TRANSFORMATION

Fur erupts from your shoulders as your mouth elongates into a snout. Falling onto all fours, you take upon a lupine form.
Distance: Yourself
Reagents: A hide of a silverback warg, worn on your shoulders
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Silverback Warg. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.
Critical Success: As above, but triple the Duration.
Critical Failure: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a wolf-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test, or be subjected to Fear.

SOOTH THE SAVAGE HEART

With an outward spread hand, you calm and sooth creatures.
Distance: Any one creature you can touch
Reagents: Your pinky and thumb outstretched over the creature's nose
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the creature you touch (providing they are classified as an Animal) must Resist with a successful Coordination Test or be made friendly to you. It will cease all attacks and you can attempt to ride the creature with Handle Animal. Note that if you attack the creature or cause it further harm, this spell ends immediately.
Critical Success: As above, but the creature cannot Resist this Magick.
Critical Failure: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion – to kill and eat you! The creature can add a 1D6 Fury Die to Total Damage whenever it strikes you, until the Duration of the spell ends.

THE BEAST WITHIN

Your words unleash the beast within the hearts of your allies, calling them into a frenzy!
Distance: Any persons you can see
Reagents: A sliver of a silverback warg's heart, eaten by you (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, select a number of allies equal to your [WB]. They can add a 1D6 Fury Die to their Total Damage rolls with melee and ranged weapons.
Critical Success: As above, but the allies can also add the Punishing Quality to their weapons.
Critical Failure: Your invocation has angered the ancient beasts of the woods. In due time, it will call forth its most powerful representative, savage and primal, to exact its revenge. Likely, this may be a Man-Eater... or potentially worse. Only your GM truly knows.

TONGUE OF BEASTS

You are able to speak in your own tongue, despite taking upon a more savage form.
Distance: Special
Reagents: The tongue of the creature you want to transform into (expended)
Duration: Special
Effect: After successfully casting this spell, you can retain the ability to speak, use reagents and cast Magick while transmogrified into the form of any animal's shape you take. This works in conjunction with aforementioned Magick under the Arcana of Animism that enables the caster to transform into various beast forms.
Critical Success: As above, but triple the Duration.
Critical Failure: With but a whisper, your voice is stricken from you. You cannot speak for 48 hours.

ARCANA OF ASTROMANCY

SPELL	PRINCIPLE
Astral Bridge	Greater
Augury	Petty
Call Lightning	Petty
Dooming	Greater
Heavenly Wings	Lesser
Lightning Storm	Greater
Night's Secrets	Lesser
Terrestrial Refraction	Petty
Zephyric Squall	Lesser

ASTRAL BRIDGE

Opening a meta-Magickal bridge within the Material Realm, you and your comrades slip through the Æthereal Veil to emerge on the other side.

Distance: Any one place you have visited

Reagents: A powdered sapphire, lain at the foot of a threshold (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, a number of persons equal to your [WB] instantaneously travel to another location. You can only travel to specific locations you have previously visited.

Critical Success: As above, but you are able to save the powdered sapphire reagent for use later.

Critical Failure: As you step through the threshold, you move into a swirling darkness. Witnessing the birth of stars, the destruction of galaxies and the emergence of chaos manifest, it drives you and all your allies towards the brink of madness. Everyone instantly suffers 9 Corruption, as you end up right back where you started.

AUGURY

You forecast the future of someone, using entrails and the position of the stars.

Distance: One person you can touch

Reagents: The liver of a bird, opened to reveal a portent in an open sky (expended)

Duration: 3+[WB] in hours

Effect: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test of their choice. When they succeed, it is always considered to be a Critical Success.

Critical Success: As above, but they may automatically Critically Succeed at 3 Skill Tests instead.

Critical Failure: Once again, your auguries have led you astray. This time though, the forecasts of your *Augury* are detrimental rather than beneficial! The GM will make certain that the person subject to your *Augury* automatically fails any three Skill Tests of their choice for the Duration of the spell. When they fail, it is always considered a Critical Failure.

CALL LIGHTNING

With a clap of thunder, a bolt of lightning arcs to strike your foe!

Distance: Any one person you can see

Reagents: A vial of rain water, poured into hand and clapped together (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, your foe suffers 1D10+[WB] in Damage and are knocked Prone. Your foe can successfully Resist with a Coordination Test.

Critical Success: As above, but the foe cannot Resist this Magick.

Critical Failure: The bolt arcs upwards into the air, reflecting off the nearest surface and directly back at you! In a flash of lightning, you are knocked off your feet, your hair stood straight on end. You suffer 1D10+[WB] in Damage and are knocked Prone.

DOOMING

You cast a terrible curse on another, sending them towards a fate worse than death.

Distance: Any person you can imagine, whom you've personally met and know their name

Reagents: The name of and a lock of hair from the intended victim

Duration: 9+[WB] in hours

Effect: After successfully casting this spell, they immediately lose 1 Fate Point. Fortune and Misfortune Points cannot be used to augment this Skill Test. In addition, any Injuries they receive for the Duration of the spell are treated as Grievous Injuries. Finally, they cannot use Fortune and Misfortune Points for the Duration of the spell. Your foe can successfully Resist with a Resolve Test.

Critical Success: As above, but the foe is instead Slain! if they suffer any Injury in the course of the spell's Duration.

Critical Failure: So powerful is this Magick that it rips a hole in the Æthereal Veil, allowing raw chaos-stuff to pour through and coalesce into a doppelganger of the person you intended to cast *Dooming* over. It takes upon the same characteristics as the intended victim. For the spell's Duration, this physical doppelganger attempts to take your life, using whatever means or materials they have on-hand. Once destroyed, it dissipates as if it were never there.

HEAVENLY WINGS

Beautiful, white and yellow wings sprout from your back.

Distance: Yourself

Reagents: The feather of a dove (expended)

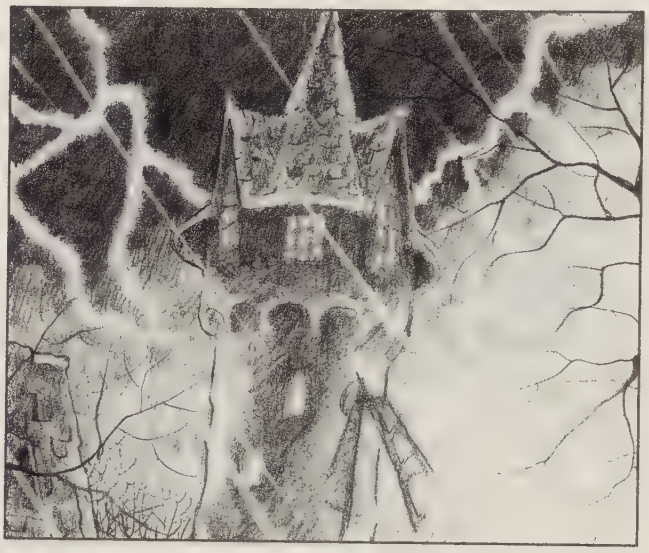
Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can now fly. Add your [AB]+9 determine how many yards you can fly

in a minute. Should you ever suffer an Injury while under the Effects of Heavenly Wings, you must make a successful Coordination Test or plummet to the ground, the wings destroyed. Note that if you fly too high, you can suffer from Suffocation. The GM will explain any additional details you'll need to refer to when flying.

Critical Success: As above, but triple the Duration.

Critical Failure: The feathery wings turn vestigial, akin to a bat's. Uncontrollably, they take you higher and higher, until the wings break off at your shoulders! You plummet to the ground, falling from a height equal to 2D10+2 yards.



LIGHTNING STORM

Raising the lightning rod into the air, arcs fly outwards toward your enemies.

Distance: Any persons you can see

Reagents: A copper rod, held aloft

Duration: Instantaneous

Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see them, each foe suffers 3D10+[WB] in Damage. You can inflict Injuries with this Magick, but they are Incapacitated! instead. In addition, if your foes fail to Resist with an Athletics Test, they are knocked Prone.

Critical Success: As above, but your foes are automatically set On Fire and are knocked Prone.

Critical Failure: The copper rod is instantly incinerated, as a bolt of lightning strikes you from above. You suffer 3D10+[WB] in Damage. You are Incapacitated! and knocked Prone.

NIGHT'S SECRETS

Stars shine above, as all objects below its presence glow with a blue nimbus.

Distance: Any one place you can see

Reagents: An astrolabe held up to the sky

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can conjure star light that shines from above. The area within the Burst Template is now as bright as if it were daytime. In addition, those within an Æthereal state can be clearly seen. Hidden foes, objects, traps, disguises and secret doors are also instantly revealed in the area, as illusions are dispelled (as per the Generalist Magick called *Dispel Magick*).

Critical Success: As above, but triple the Duration.

Critical Failure: Suddenly, inky black darkness fills the area where you had intended to conjure *Night's Secrets*. The darkness whirls with strange, undulating creatures from beyond. Cyclopean, leaning towers populated by strange fish-men. Nightmares made suddenly real! All those who witness this must succeed at a Resolve Test or be subjected to Fear.

TERRESTRIAL REFRACTION

A lens levitates before your eye, powerfully magnifying all beyond it.

Distance: Yourself

Reagents: A monocle lens

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you can now see three times as far. In addition, you can perfectly see through concealment such as bushes, fog and smoke.

Critical Success: As above, but triple the Duration.

Critical Failure: Levitating before you, the lens is encircled within a burning blue flame. What you see within the lens is not of this world, a far off star of pulsating intelligence surrounded by flute-playing things beyond. You must immediately succeed at a Resolve Test or be subjected to Stress.

ZEPHYRIC SQUALL

A gentle breeze suddenly turns violent, as raging winds sweep an area

Distance: Any one place you can see

Reagents: A piece of bark that has been struck by lightning

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can conjure a windstorm that rages in the place where you cast it. All those who are caught within the Burst Template start their Turns with 1 less AP when in combat. In addition, remaining within the Burst Template requires a successful Athletics Tests to Resist or else they cannot use Movement Actions. All ranged weapons used to fire at those inside or outside of the Zephyric Squall automatically fail. Finally, any melee weapons used in the Zephyric Squall suffer a -20 Base Chance to strike.

Critical Success: As above, but those caught in the Burst cannot Resist this Magick.

Critical Failure: A funnel of violent winds immediately descends down over you. You are spun up into the air, forced to drop everything in-hand as your possessions are scattered into the Winds. Although you are returned to the ground safely, you permanently lose two items of the GM's choice.

ARCANA OF ELEMENTALISM

SPELL	PRINCIPLE
Blood of the Earth	Petty
Bubbling Geyser	Greater
Crown of Thorns	Petty
Earthen Strength	Greater
Ephemeral Whisper	Lesser
Hoarfrost	Greater
Pillars of the Earth	Lesser
Spring's Bounty	Lesser
Through Thick and Thin	Petty

BLOOD OF THE EARTH

The earth-mother feeds you from Her bosom, warming you from within.

Distance: Yourself

Reagents: A ceremonial knife, plunged into a patch of natural earth

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you immediately move one step up the Peril Condition Track positively for every minute you stand upon natural earth. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Peril Condition Track. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but you also move one step up the Damage Condition Track positively for every minute as well. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Damage Condition Track.

Critical Failure: The earth below refuses to infuse your lifeblood with her own and saps your strength instead! For every minute you stand upon natural earth, you immediately move one step down the Damage and Peril Condition Tracks negatively. However, you don't suffer Injuries due to this Magick. This lasts until the Duration of the spell expires.

BUBBLING GEYSER

Bursting forth from the earth comes a geyser, burbling lukewarm with fresh water.

Distance: Any one place you can see

Reagents: A dowsing rod made of rare oak, used over a patch of natural earth

Duration: 9+[WB] in hours

Effect: After successfully casting this spell, you can conjure a tall geyser which bubbles forth from the earth. All those who are caught within the Explosion Template are immediately thrown into the air a number of yards equal to 3D10+[WB], and are knocked Prone. The geyser will continue to produce potable (if hot) water for the spell's Duration.

Critical Success: As above, but triple the Duration.

Critical Failure: The dowsing rod instantly breaks in half. No water is found, but instead the earth opens up before you. You are swallowed by a crevasse, suffering 3D10+3 physical Peril. In addition, you must succeed at an Athletics Test to grab onto the edge or fall into a pit as deep as your [WB] in yards.

CROWN OF THORNS

A foe is wracked with painful thorns, which grows from their insides-out.

Distance: Any one person you can see

Reagents: A rose held in-hand (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, your foe immediately suffers 1D10+[WB] in Damage. In addition, they suffer a -10 Base Chance to all Skill Tests for the Duration of the spell. Your foe can successfully Resist with a Resolve Test when this spell is cast or at the beginning of their subsequent Turns.

Critical Success: As above, but the affected suffers a -20 Base Chance instead.

Critical Failure: Heartless worm, you shall lay prostrated before your enemies! For the spell's Duration, you are held in-place, rendered Helpless and Prone on the ground by thorny vines.

EARTHEN STRENGTH

You are given the strength of the mountain and the flames of the earth below.

Distance: Yourself

Reagents: A clay statuette of yourself

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, add +30% to your Brawn. In addition, any attack you make with a melee weapon adds the Powerful Quality to it.

Critical Success: As above, but triple the Duration.

Critical Failure: The clay statuette shatters in your hands. The earth rejects your calling, as your flesh turns soft and your energy is sapped from you. Heavy and ponderous in your gait, you must subtract -30% from your Agility for the spell's Duration. In addition, any attack you make with a melee weapon adds the Slow Quality to it.

EPHEMERAL WHISPER

You step into the river and She whispers back.

Distance: Yourself

Reagents: A river or body of water, which you stand waist-deep in

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can communicate with the river. It is friendly, answering questions directly within your mind's eye. It will answer any question pertaining to its history, length or use, such as those

who've passed along it, forded it or what it bore witness to, in a general way. Answers are always framed within the past 48 hours; for instance, it would not be able to tell you which boats were sailing its length three days ago.
Critical Success: As above, but triple the Duration
Critical Failure: The river fights against you. Fish nibble and bite at your legs. Crayfish pinch your fingers. The waters crest over your head, threatening to sweep you further down the river and drown you! You must immediately succeed at a Coordination Test or be pulled downriver for the spell's Duration. As long as you are being swept downriver, you are in danger due to the chances of Suffocation.

HOARFROST

Winter's frost coats everything along the ground, making it slippery and exceedingly dangerous underfoot.
Distance: Any one place you can see
Reagents: A vial of melted snow from a mountain, poured out (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you conjure forth a sheet of frigid ice, insufferably cold and debilitating to the touch, and lay it over the ground. All those who are caught within the Explosion Template immediately suffer 3D10+[WB] in physical Peril. The ice is considered to be Hard Terrain. In addition, those attempting to move upon the Hoarfrost must Resist with a Coordination Test or be left Helpless on their Turn.
Critical Success: As above, but your foes cannot Resist this Magick while upon the ice.
Critical Failure: The heat of a summer wind envelops you. Your head begins to sweat profusely, as you are suddenly placed under Stress. You immediately suffer 3D10+3 physical Peril. In addition, reduce your Combat Movement by 9 (to a minimum of 1) for the spell's Duration.

PILLARS OF THE EARTH

Beloved earth mother accepts you into Her womb, as you reemerge elsewhere.
Distance: Yourself
Reagents: An iron key, dropped at your feet on a patch of natural earth (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you are immediately swallowed into the earth and reappear anywhere within sight. You can only disappear and reappear upon a patch of natural earth.
Critical Success: As above, but you immediately gain a Surprise Turn against your foes.
Critical Failure: The earth mother denies you, as every step you take despoils the very grass and land you step upon. You immediately take six steps in the direction you intended to go, suffering 2D10+2 mental Peril for the destruction you wrought in the process.

SPRING'S BOUNTY

Calling upon the earth-mother, you bring a bountiful harvest and hope to new mothers and practitioners of animal husbandry.
Distance: Any one place or person you can see
Reagents: A handful of manure, sprinkled (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you cause one place to instantly burst forth with life, as crops, flowers, bushes and the like slowly blossom. A harvest is very likely come autumn. This can be used on fallow and despoiled land, restoring it to its fertile nature. If used on a person or creature, it guarantees that natural conception will take place and produce at least one child if bred under normal conditions, at the appropriate time.
Critical Success: As above, but the harvest or conception takes half as long.
Critical Failure: Instantly, the land is salted and the soil blackens. Nothing will ever grow here again. If used on a person or creature, they will certainly give birth to something, but not likely that which they'd intended. Abyssal fiends are acutely attuned to this Magick, oftentimes placing their ill-seed within the bellies of would-be mothers. Whether you disclose this to the person is up to you, but either way, you suffer 6 Corruption (as does the mother once they find out whose seed they carry in their belly).

THROUGH THICK AND THIN

You fatten your body up, feeling full and well-prepared for travel.
Distance: Any one person you can touch
Reagents: A handful of oats, eaten (expended)
Duration: 3+[WB] in days
Effect: After successfully casting this spell, the person you touch doesn't need to eat or drink to survive for the Duration of the spell.
Critical Success: As above, but triple the Duration.
Critical Failure: Hunger immediately sets in, as the last meal the intended target of this Magick forcefully expels itself into whatever smallclothes they have on. They must eat three times the normal amount of food to fill themselves up each day – unable to sate their hunger – for the Duration of the spell.

ARCANA OF LUMINESCENCE

SPELL	PRINCIPLE
Banishment	Greater
Blinding Gaze	Petty
Cleansing Light	Petty
Coruscating Mantle	Petty
Medicament of the Mind	Lesser
Pillar of Brilliance	Greater
Purification	Lesser
Radiant Shield	Lesser
Scintillating Explosion	Greater

BANISHMENT

Locked in an epic struggle against chaos incarnate, you order the servants of chaos back from whence they came. You only need repeat these words: "Klaatu barada nikito"...or was it nikto?

Distance: Any one person you can see

Reagents: The True Name of the creature you wish to banish, spoken aloud

Duration: Instantaneous

Effect: After successfully casting this spell (and if your foe fails to Resist with a Resolve Test), they are instantaneously banished from the Material Realm. Note that this only works on creatures who are Abyssal in nature. You can also use this Magick to banish a Supernatural creature's possession of another, but it does not cause the Supernatural spirit to be banished from the Material Realm, only driven away from possessing others for nine days.

Critical Success: As above, but the creature cannot Resist this Magick.

Critical Failure: Despite calling out its True Name, you horribly mangle the words. In fact, it only serves to further empower it! The Banishment fails and calls forth another creature of lesser power that manifests within a few yards of you

TRUE NAME

Every creature, both small and large, is given a name upon birth. Whether it crawled forth from an Orxish slime pit, slipped from the bellies of Elven maidens or amongst the brood of varied animals which inhabit the earth, every creature manifest possesses a term of affection it self-identifies as (a name). However, Higher Demons and Restless Spirits possess what is called a True Name.Mirroring the rite of naming children upon birth, blasphemous demons are given a True Name by the Abyssal Prince they serve. This unholy name is immensely sacred; a reflection of their real nature. To know and speak aloud a True Name is to bring weakness to the demon whom it was given to. To possess a demon's True Name is to be able to wield power over it. Unfortunately, even if a Higher Demon's True Name is found out, it is crucial to carefully convey that name correctly, as they are typically comprised of confusing combinations of cursed consonants.

CALL NAMES: Higher and Lower Demons alike jealously guard their True Name from others. To that end, they typically adopt a number of inspiring and terrifying nicknames (Call Names). Both Higher and Lower Demons have at least 666 unique call names.

ON RESTLESS SPIRITS: In some cases, True Names are carried from a mortal life into 'undeath'. Such is the case with Restless Spirits. Many years may have passed since a Restless Spirit arose to unlife, its mortal memories snuffed out like a flame from a candle. A universal truth remains: A Restless Spirit can only be Exorcised (and affected by Magick) when their True Name has been spoken aloud. Fortunately for spiritualists, the True Names of the Restless Spirits are easier to figure out. These True Names are not assembled from infernal glyphs, but of the tongue that the Restless Spirit spoke before death.

A True Name must be spoken aloud before a Higher Demon or some Restless Spirits can be affected by your Magick. Speaking the True Name of a Restless Spirit merely requires knowledge of its True Name in the tongue it was created.

SPEAKING A HIGHER DEMON'S TRUE NAME: Pronouncing a Higher Demon's True Name is incredibly difficult. It requires a successful (Challenging -10%) Incantation Test to intone a True Name properly – even if practiced over and over. If forced into a situation where a True Name must be spoken aloud where the speaker's life is in imminent danger, it requires a successful (Hard -20%) Incantation Test instead. However, Critically Failing this Test, immediately results in the speaker suffering 3D10+3 mental Peril. In addition, if the speaker possesses the Special Trait of Arcane, Covenant or Divine Magick, they also invoke a Lesser Chaos Manifestation if mispronouncing a Lower Demon's True Name or invoke a Greater Chaos Manifestation if mispronouncing a Higher Demon's True Name.

BLINDING GAZE

Your eyes shine with such brightness that looks could blind and will likely kill.

Distance: Any one person you can see
Reagents: A monocle, held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, they suffer 1D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with an Awareness Test.
Critical Success: As above, but the foe is left Defenseless for one Turn.
Critical Failure: Light comes pouring out of your eyes. Filled with intense Ætheric energy, you have no choice but to 'vent' this power towards the sky in a ray of searing white light. Unfortunately, one ally – as selected by the GM – suffers the Effects of Blinding Gaze.

CLEANSING LIGHT

A dim mote of light spreads across a surface, creating a glimmering polish.

Distance: Any one object or person you can touch
Reagents: A soapstone held in-hand (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the object or person you touch is instantly cleaned, spick and span. This spell washes dirt away, removes stains, eliminates odors and produces a lemon-like scent. It can even make spoiled foods or despoiled water taste good.
Critical Success: As above, but it can affect a number of objects or persons equal to your [WB].
Critical Failure: Tiny motes of darkness wash over the objects and persons you touched. They emerge dirty, grimy and stinking of a fetid odor that makes you vomit! You immediately suffer 1D10+1 physical Peril.

CORUSCATING MANTLE

Your cloak glimmers and twinkles with brilliant light, as to obfuscate your true location.

Distance: Yourself
Reagents: An expensive velvet mantle, worn on your back
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, all ranged weapons that aren't Magickal in nature cannot apply Fury Dice to their Total Damage when harming you. However, because the cloak shimmers with a low light, you cannot use the Stealth Skill to hide.
Critical Success: As above, but all ranged weapon attacks automatically miss you.
Critical Failure: With a terrible tearing sound, the velvet mantle takes to the air, ripping from your neck. A gust of wind catches it and it flies off, never to be found again.

MEDICAMENT OF THE MIND

A glowing light mends broken hearts and cures exhaustion.

Distance: Any one person you can touch
Reagents: A clear bead of glass (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch may move two steps up the Peril Condition Track positively. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but instead move three steps up the Peril Condition Track positively.
Critical Failure: A nebulous, purple light emits from your hands as you touch the intended. They immediately suffer 2D10+2 physical Peril.

PILLAR OF BRILLIANCE

A god-like ray of burning white energy strikes down at your foes.

Distance: Any one place you can see
Reagents: A diamond held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, you cause a burning pillar of light to descend on the targeted location. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn.
Critical Success: As above, but the foes are left Defenseless for one Turn.
Critical Failure: The pillar is made not of light, but of darkness. It immediately extinguishes all sources of light in an Explosion Template around you. In addition, it causes all those within it who have Chaos Ranks higher than their Order Ranks to immediately suffer 9 Corruption. The darkness then vanishes and natural light is restored.

PURIFICATION

A white light washes over the wounded, purifying them of their ills.

Distance: Any one person you can touch
Reagents: A poultice made from aloe (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch immediately removes the ill-Effects of Poison and Intoxication. In addition, if they are suffering from a Disease, it forestalls any negative Effects of the Disease for that day. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but the afflicted forestalls any negative Effects from the Disease for six days.
Critical Failure: The Magick goes horribly awry, as the person immediately suffers 2D10+2 physical Peril.

RADIANT SHIELD

A globe of light orbits around you, protecting you from harm.
Distance: Yourself
Reagents: A glass globe, held in-hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you gain 2 additional APs at the beginning of your Turns in combat. However, they can only be used to Counterspell, Dodge and Parry. Refer to your Incantation Skill whenever you Dodge or Parry using this Magick.
Critical Success: As above, but it redirects melee and ranged attacks right back at the attacker (as if you had made an Opportunity Attack, requiring no Skill Test to strike).
Critical Failure: The globe of light manifests for a moment and immediately fizzles out. The globe shatters, as its light bursts outwards! Everyone within a Burst Template of you must successfully Resist with an Awareness Test or be left Defenseless for the spell's Duration.

SCINTILLATING EXPLOSION

An explosion of shimmering light emits from an area, searing all within its purifying rays.
Distance: Any one place you can see
Reagents: An expensive polished mirror, held outwards
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure a twinkling expulsion that rages in the target location where you cast it. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer a -30 Base Chance to all Agility-based and Combat-based Skill Tests. In addition, they reduce their Combat Movement down by 9 (to a minimum of 1). Those who do Resist instead suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry while standing in the Explosion Template. Remaining within the Explosion Template requires additional Awareness Tests to Resist against harm.
Critical Success: As above, but those caught in the Explosion cannot Resist, suffering both Effects.
Critical Failure: The mirror shatters in-hand, as an Ætheric backlash wracks your body every hour. You are unable to muster the strength to cast Magick again, until 72 hours have passed.

ARCANA OF MORTICISM

SPELL	PRINCIPLE
At The Threshold	Greater
Banish Undead	Greater
Bereavement	Petty
Dearly Departed	Lesser
Death's Embrace	Greater
Grave Ward	Lesser
Harvester of Souls	Petty
Swift Passage	Petty
Wither Limb	Lesser

AT THE THRESHOLD

You forestall your comrades' inevitable end.
Distance: Yourself
Reagents: A vial of embalming fluid given to the recipients of this Magick (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [WB] can deny death. Immediately after they suffer any Damage that would render them Slain!, they can ignore it entirely, therefore negating both Damage and any Injuries they may have suffered.
Critical Success: As above, but triple the Duration.
Critical Failure: Who are you to deny the fates? Lady death punishes you and all others for your transgression. Everyone you intended to cast this Magick on suffers 3D10+3 mental Peril and 9 Corruption.

BANISH UNDEAD

Suddenly, those that are not natural to the Material Realm are whipped back and forth in a terrible, cutting Wind.
Distance: Any one place you can see
Reagents: The breath of a holy person other than yourself, contained in a bottle (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, all creatures caught within an Explosion Template who are classified as being Supernatural suffer 3D10+[WB] in Damage and are knocked Prone.
Critical Success: As above, but they are automatically Slain! instead of suffering Damage.
Critical Failure: Your Magick doesn't harm the dead. In fact, it only invigorates them, urging them to commit acts of wanton destruction. All creatures classified as being Supernatural who are caught within the Explosion Template are immediately healed to Unharmed and they are instantly cured of any negative Effects from any Magick or Perilous Stunts they are suffering from.

BEREAVEMENT

Your words lend comfort to those suffering from grief or loss.

Distance: Any one person you can touch

Reagents: A grave flower (expended)

Duration: Special

Effect: After successfully casting this spell, the person you touch resolves their internal turmoil after the loss of a loved one. Any Effects of Stress, Fear or Terror are instantly alleviated and any Corruption they may have suffered as a part of it is removed. Similarly, the Effects of any Disorder they may have suffered as a part of it are alleviated for a week, but the Disorder itself is not cured. Its Effects are made to go away temporarily until they flare up again. The bereaved can only be made the recipient of this Magick once a week.

Critical Success: As above, but the bereaved receives a personal Fortune Point which only they can use.

Critical Failure: Your words lend cold comfort to the bereaved. Instead they stoke their sense into righteous anger. Remove one Fortune Point from the pool. If one is not available, you suffer 3 Corruption instead.

DEARLY DEPARTED

Placing your hands out in contrition, you begin to speak with the spirit of the recently deceased.

Distance: Special

Reagents: A spirit board, two people and the True Name of the Restless Spirit you wish to speak with

Duration: Special

Effect: After successfully casting this spell, you can speak with a Restless Spirit where they haunt, before their grave or in the presence of a blood relative of the deceased individual. You can only ask a number of questions equal to your [WB]. The spirit can only answer yes/no questions, with either a 'yes' (indicated by one audible knocking sound) or a 'no' (indicating by two audible knocking sounds) given in answer. They will always answer truthfully.

Critical Success: As above, but triple the number of questions you can ask.

Critical Failure: Haunted voices can be heard all around! The spirit board instantly splinters, ruined forever. Everyone participating in the séance is immediately subjected to Fear.

DEATH'S EMBRACE

Inhaling deeply, you belch forth a necrotic Wind to whisk away living foes to the realm of death.

Distance: Yourself

Reagents: An expensive ruby held before your lips

Duration: Instantaneous

Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage which ignores any Damage Threshold Modifier their armor may confer. You can inflict Injuries with this Magick, but they are Slain! instead. Your foes can successfully Resist with a Coordination Test.

Critical Success: As above, but your foes cannot Resist.

Critical Failure: The ruby turns to dust in your hand, blown away by Ætheric Winds. Today is not the day that they die and you must make an appropriate sacrifice of your own. You immediately suffer a Grievous Injury.

GRAVE WARD

By consecrating a grave with holy water, you protect a grave against trespass or theft.

Distance: Any one grave you can touch

Reagents: A vial of holy water, sprinkled on a burial site (expended)

Duration: Forever

Effect: After successfully casting this spell, a grave you touch imbues a terrible curse upon those who attempt to rob or desecrate it. Anyone who attempts either suffers a -20 Base Chance to all Brawn, Agility and Perception-related Skills, until they return any items which were stolen and the grave is restored to the condition before they despoiled it.

Critical Success: As above, but the robbers suffer a -30 Base Chance instead.

Critical Failure: Invoking the wrong name of the deceased, you awaken them from their slumber – but only in your mind's eye. Their voices haunt your dreams and you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.

HARVESTER OF SOULS

Purple, Ætheric energy engulfs the scythe you hold, ready for the reaping.

Distance: Yourself

Reagents: A farmer's scythe, held in both hands

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, the scythe is engulfed in purple, deadly energy. The scythe is a two-handed melee weapon with the Powerful Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this scythe, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they Bleed instead.

Critical Success: As above, but victims cannot Dodge or Parry this attack.

Critical Failure: The scythe takes on its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the scythe does nothing; and if the result is face '6', it will lash out at a random ally.

SWIFT PASSAGE

A gentle touch dispatches the grievously wounded to the hereafter.
Distance: Any one person you can touch
Reagents: Two brass pennies (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch (providing they are suffering from a Grievous Injury) must Resist with a successful Coordination Test or be instantly Slain!.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: The twin pennies begin burning in your hand with a purple light. An Ætheric whiplash of energy springs forth from your hand, as you are automatically set On Fire.

WITHER LIMB

The person you gaze at begins to twist and break in place as they're exposed to this heinous spell.
Distance: Any one person you can see
Reagents: A splinter from a coffin belonging to a Restless Spirit (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you immediately cause a single limb of your choice – an arm or a leg – belonging to the person you look at, to atrophy. Although you do not lower their Damage Condition Track, they cannot use this limb for the Duration of the spell.
Critical Success: As above, but they cannot use either their arms or legs, and are left Helpless.
Critical Failure: As you break the splinter of coffin in your hand, you hear haunted voices. You begin to tremble with trepidation and eventually collapse to the ground like a marionette whose strings have been cut. You are paralyzed, lying Helpless on the ground for the spell's Duration.

ARCANA OF NECROMANCY

SPELL	PRINCIPLE
Ashes to Ashes	Petty
Banshee's Wail	Greater
Brush With Death	Lesser
Crippling Stare	Greater
Death's Visage	Petty
Golemskin	Lesser
Sanguine Restoration	Petty
Spectral Form	Lesser
The Final Surrender	Greater

ASHES TO ASHES

We come from dust and we return to dust.
Distance: Any one person you can see
Reagents: A handful of grave dirt blown into the air (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you immediately blind one foe and they are unable to Counterspell, Dodge or Parry for the spell's Duration.
Critical Success: As above, but triple the Duration.
Critical Failure: The dust blows into the air, entirely inEffective. However, you are struck by a terrible Ætheric whiplash – a punishment! You are unable to Counterspell, Dodge or Parry for the spell's Duration.

BANSHEE'S WAIL

A terrifying howl emits from your throat, crippling all who hear it.
Distance: Yourself
Reagents: A veil from the wedding dress of a Restless Spirit
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in mental Peril. Your foes can successfully Resist with a Resolve Test.
Critical Success: As above, but they automatically fail their Resolve Test.
Critical Failure: A distant howling is heard as you lay your head down to rest. The veil is instantly torn from your hands and disappears into the Wind. You are haunted by terrible dreams of a wailing woman in a tattered dress as she rebukes you for leaving her at the altar. Her voice haunts your dreams, as you must succeed at a Resolve Test now and every morning for nine days or be made a victim of Terror.

BRUSH WITH DEATH

Your cold hand causes the foe to recoil from intense pain, enervating their life energy.
Distance: Any one person you can touch
Reagents: A hand of a murderer, held in a bag
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 2D10+[WB] in Damage and be knocked Prone.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: The hand begins to wriggle inside the bag. No one notices, save you. At some point during the night, the hand will crawl about and attempt to choke someone. The GM will choose one of your allies – which can include yourself – for its fearful grasp. The victim of the hand's grasp, either an ally or yourself, wakes up Incapacitated! for the next 6 days. On the last day, the hand crawls away and disappears.

CRIPPLING STARE

The person you gaze at begins to twist and break in place as they're exposed to this heinous spell.

Distance: Any one person you can see

Reagents: The leg bone of a priest, which must be thrice-broken (expended)

Duration: Special

Effect: After successfully casting this spell, you immediately cause an Injury to the person you look at, as well as on each of the following Turns. Although you do not lower their Damage Condition Track, they will suffer a Moderate Injury on your first Turn, a Serious Injury on your second Turn and a Grievous Injury on your third Turn. This Magick requires Concentration.

Critical Success: As above, but instead the foe suffers a Serious Injury instead of a Moderate Injury.

Critical Failure: Staring long and deep into the eyes of your victim, you momentarily are taken by the inhumanity of this act. As you break the bone the first time, you immediately suffer a Moderate Injury. Again, you then suffer a Serious Injury. And finally, a Grievous Injury. You cannot help but break the bone thrice, despite the pain.

DEATH'S VISAGE

Behold and stare into the face of death incarnate!

Distance: Any one person you can see

Reagents: A skull held aloft

Duration: Instantaneous

Effect: After successfully casting this spell, your foe is subjected to Stress. In addition, they cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with a Coordination Test.

Critical Success: As above, but your foe cannot Resist this Magick.

Critical Failure: The jaw of the skull unhinges, cackling maniacally. You must immediately succeed at a Resolve Test or be subjected to Stress.

GOLEMSKIN

Your skin hardens, rendering you protected from outside forces which could harm you.

Distance: Yourself

Reagents: The skin of a dead strongman

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, add 6 to your Damage Threshold. In addition, you are immune to Injury and cannot Bleed.

Critical Success: As above, but add 9 to your Damage Threshold instead.

Critical Failure: Your skin cracks from weakness and you are wracked with intense pain. You suffer 2D10+2 physical Peril.

SANGUINE RESTORATION

The blood of another invigorates.

Distance: Yourself

Reagents: A pint of blood from one of your own Ancestry, imbibed (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you move one step up the Damage Condition Track positively. However, you suffer 3 Corruption as a result.

Critical Success: As above, but you don't suffer any Corruption whatsoever.

Critical Failure: As you drink deep from the vial, the blood tastes of ash. It cannot sate your own predilection for fresh blood. If you do not drink the blood from one of your own Ancestry within 24 hours, you move one step down the Damage Condition Track negatively (but don't suffer an Injury due to it).

SPECTRAL FORM

Your body turns incorporeal, as you now occupy both the Material Realm and the Æthereal beyond.

Distance: Yourself

Reagents: A death shroud, wrapped around you

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you are Æthereal – occupying a different reality but able to see perfectly into the Material Realm. While in Æthereal form, you cannot manipulate objects, but may pass through them effortlessly. You cannot inflict Damage while Æthereal. In addition, you are completely immune to Damage from melee and ranged weapons. However, Magicks and weapons imbued with Magick can harm you. You can manifest into a non-Æthereal, physical form into the Material Realm for 0 APs. However, turning Æthereal once again costs 2 APs.

Critical Success: As above, but triple the Duration.

Critical Failure: Passing into the Æthereal Veil, you are tossed about by the Winds of chaos, returning a few seconds later. Upon return, you suffer 6 Corruption and are instantly Incapacitated!

THE FINAL SURRENDER

With the utterance of a few words, you immediately send the unfortunate soul into the afterlife.

Distance: Any one person you can see

Reagents: A silver bottle with a person's name inscribed on it, spoken aloud

Duration: Instantaneous

Effect: After successfully casting this spell, your foe is immediately Slain! and their spirit is transferred into the bottle. Their corpse remains perfectly intact and unaging. Only by feeding the bottle's contents back to the deceased's corpse can they be restored to life. If the body is destroyed, they are trapped in the bottle. Your foe can successfully Resist with a Toughness Test.

Critical Success: As above, but your foe cannot Resist.

Critical Failure: You accidentally drop the bottle, breaking beneath your feet. Uttering the person's name aloud, you feel as if something terrible just passed through you. You immediately suffer 9 Corruption.

ARCANA OF PYROMANCY

SPELL	PRINCIPLE
Bolt of Flame	Petty
Cataclysmic Inferno	Greater
Cauterize Wound	Petty
Courage Under Fire	Lesser
Dragon's Breath	Greater
Fireproof	Lesser
Flaming Sword	Lesser
Meteors of Doom	Greater
Shimmering Crown	Petty

BOLT OF FLAME

With a flick of a match, a searing bolt of fire dashes towards your foe.
Distance: Any one person you can see
Reagents: A match, which must be struck (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe immediately suffers 1D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead.
Critical Success: As above, but your foes are automatically set On Fire.
Critical Failure: The searing bolt transforms into a frigid boomerang of ice, arcing back to strike you instead! As you are struck, you are frozen in place for a number of minutes equal to your [WB] and left Helpless.

CATACLYSMIC INFERNO

You visibly disturb the Material Realm by opening a breach directly through the Æthereal Veil. A terrifyingly cataclysmic event unfolds as lashing winds and a rain of fire consume the land before you.
Distance: Any one place you can see
Reagents: A rod of petrified wood
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure a firestorm that rages in place where you targeted it. All those who are caught within the Explosion Template who fail to Resist with a Coordination Test suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. For each Turn they remain in the Explosion Template they must make an additional Coordination Test to withstand harm.
Critical Success: As above, but those caught in the inferno automatically fail to Resist.
Critical Failure: The rod of wood splinters and instead of appearing in the desired location, the *Cataclysmic Inferno* appears in a nearby location, but out of sight. The likelihood is that it will rain down on a nearby village, town square or city slum, killing and injuring all in the area for the spell's Duration and setting buildings alight. You are made immediately aware of this heinous act by the whispers of the Abyssal Prince of Violence. You immediately suffer 9 Corruption for the countless deaths caused by your Magicks.

CAUTERIZE WOUND

With but a touch, wounds miraculously close shut and are purged from infection.
Distance: Any one person you can touch
Reagents: A spoonful of honey rubbed into a wound (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, any wounds currently suffered by the person you touch immediately have their Bleeding staunched and the Infection seared from them.
Critical Success: As above, but the person also moves one step up the Damage Condition Track positively.
Critical Failure: Your touch is utterly painful, as a searing pain singes the skin and quickly spreads like wildfire. Although you staunch the Bleeding and sear the Infection from any wounds suffered by the person you are touching, you are set On Fire.

COURAGE UNDER FIRE

You stoke the fires of your allies, invigorating them in the opportunity to bask in glory!
Distance: Yourself
Reagents: A tatter of a renowned battle standard, held aloft
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you gain a +20 Base Chance to Resolve Tests.
Critical Success: As above, but increase the same allies' Initiative by 6.
Critical Failure: The battle standard is immediately wreathed in a terrible flame and incinerated! A number of allies equal to your [FB] who can see and hear you suffer a -20 Base Chance to Resolve Tests and their Initiative is reduced by -6 for Duration of the spell.

DRAGON'S BREATH

Inhaling deeply, you belch forth a gout of flame and smoke.
Distance: Yourself
Reagents: The hide of a desert creature
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Your foes can successfully Resist with a Coordination Test.
Critical Success: As above, but all foes struck automatically fail to Resist.
Critical Failure: A grave mishap has occurred, as your breath uncontrollably ignites everything around you in an Explosion Template, centered on you. Those exposed suffer

3D10+[WB] in Damage from fire, including yourself as you are seared from inside. You can inflict Injuries with this Magick, but they are set On Fire instead.

FIREPROOF

Calling forth from the Æthereal Veil, you temporarily ensorcel an amulet, allowing its bearer to withstand great heat and fire.
Distance: Any one person you can touch
Reagents: An iron amulet, placed around the neck of the recipient (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch will add your [WB] to their Damage Threshold, but only to withstand fire.
Critical Success: As above, but triple the Duration.
Critical Failure: Placing the iron amulet upon the bearer of this dark gift, they immediately burst into flames! They are immediately set On Fire.

FLAMING SWORD

You ignite the hilt of a sword and a burning flame emerges from the cross guard.
Distance: Yourself
Reagents: A hilt of any castle-forged sword, held aloft
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a fiery blade extends from the glowing hilt. The blade is a one-handed melee weapon with the Punishing Quality. The *Flaming Sword* provides a significant amount of heat and light, equivalent to a torch. Its flames are considered to be Moderately Dangerous. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they are set On Fire instead.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The sword takes upon its own personality, dancing into the air as if guided by an apparition. It glides effortlessly back and forth, teleporting when needed, and re-manifesting out of thin air as it strikes. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.

METEORS OF DOOM

From the skies above, burning stars rain down on your enemies.
Distance: Any persons you can see
Reagents: A rod of meteoric iron, held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a Coordination Test, they are knocked Prone.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The meteoric rod suddenly cracks and breaks. With a roaring thunder overhead, a searing iron meteor strikes you from above. You suffer 3D10+[WB] in Damage and are knocked Prone.

SHIMMERING CROWN

A crown of burning flames adorns your head, burning with an effervescent brightness that forestalls foes from acting and raises the morale of allies.
Distance: Yourself
Reagents: One gold coin (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you gain a +10 Base Chance to Intimidate and Leadership Tests. In addition, foes who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. Finally, the *Shimmering Crown* provides a significant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous.
Critical Success: As above, but triple the Duration.
Critical Failure: The crown of flame collapses at your feet, fizzling into a crumbled ashen ruin. Flames begin to lick up your pant legs and smolder. You immediately suffer 1D10+[WB] in Damage from fire. You can inflict Injuries on yourself with this Magick, but you are set On Fire instead. The spell ends immediately.

ARCANA OF SHADOWMANCY

SPELL	PRINCIPLE
Addle-coved	Petty
Death Mask	Greater
Eternal Darkness	Lesser
Imposter	Petty
Mass Hallucination	Greater
Mindwipe	Lesser
Shadow Slip	Petty
Two Selves	Lesser
Umbral Knives	Greater

ADDLE-COVED

The mystic sigils you make with your hand dazzles and confuses your intended victim.

Distance: Any one person you can see

Reagents: A mirror shattered onto the ground (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, one foe must roll 1D6 Chaos Die at the start of their Turn. If the result is face '1', they lose 1 AP on their next Turn. If the result is face '2', they lose 2 APs on their next Turn. If the result is face '3', they must spend their next Turn running in a random direction. If the result is face '4', they must attack the nearest ally. If the result is face '5', they cannot attack anyone, but can defend themselves. However, if the result is face '6', they are left Helpless. Your foe can successfully Resist with a Scrutinize Test when this spell is cast and at the beginning of their Turn to shake off its Effects. Regardless, the actual casting of *Addle-Coved* is never apparent to anyone, perfectly disguised.

Critical Success: As above, but the foe is always left Helpless on a result of face '1' or '6'.

Critical Failure: You find yourself exhausted, uncertain of what is occurring around you. You lose 2 APs for your Turns in combat for the spell's Duration.

DEATH MASK

The person you touch takes upon the countenance of death.

Distance: Any one person you can touch

Reagents: An ivory death mask, held to your face

Duration: Forever

Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or immediately appears Slain! to all. They do not need to breathe or eat during this time, taking upon the color of someone recently deceased (yet do not rot). However, the foe can hear, taste and smell everything, unable to move or communicate as they're left Helpless. You can lift the Death Mask's Effects at any time you wish. Regardless, the actual casting of *Death Mask* is never apparent to anyone, perfectly disguised.

Critical Success: As above, but the foe cannot perceive anything around them.

Critical Failure: Suddenly stricken by death's hand, you fall dead to the ground. Well, you appear dead at least. Hopefully, you don't awaken buried alive! This lasts for 72 hours.

ETERNAL DARKNESS

Contacting the world between here and elsewhere, you conjure forth a blinding darkness.

Distance: Any one place you can see

Reagents: The eyes of a salamander (expended)

Duration: Forever

Effect: After successfully casting this spell, you conjure blinding darkness in a Burst Template within sight. This darkness is impenetrable, even to those who may normally see in the dark. You can see completely in the darkness and suffer no additional Effects to yourself from it. Those caught within start their Turn with 1 less AP in combat, until they move outside of the darkness. In addition, any Skills requiring vision automatically fail while standing within the darkness. Regardless, the actual casting of *Eternal Darkness* is never apparent to anyone, perfectly disguised.

Critical Success: As above, but those within lose 2 APs instead of 1 AP.

Critical Failure: Manifesting instantaneously within your sight (and only in your sight) is a horrific shadow, a fiendish creature. It follows within your own shadow, constantly watching you. So unnerving is its appearance that you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.

IMPOSTER

The shadows transmogrify your body into someone else's, a perfect mirror image.

Distance: Yourself

Reagents: A sketch of the person you wish to impersonate, immolated in fire (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you take upon the outer shape of a specific humanoid figure detailed in a sketch. The transformation doesn't change your voice nor does it impart the ability to speak the language of the figure you're impersonating. Regardless, the actual casting of *Imposter* is never apparent to anyone, perfectly disguised.

Critical Success: As above, but you can also mimic their voice and language perfectly.

Critical Failure: Outwardly, you take upon the appearance of whomever you intended to impersonate. However, when confronted with those you wished to fool, your semblance becomes a horrid, wretched thing – monstrously disfigured. This lasts for the Duration of the spell.

MASS HALLUCINATION

A grand illusion is conjured forth from thin air, looking completely real.
Distance: Any one place you can see
Reagents: A crystal diadem held in-hand
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can conjure forth a perfect illusion of anything you want with an area equal to an Explosion Template. This illusion can be as complex as you like and can include sight, smell, sound, feel and taste. Anyone who exposes themselves to the illusion may attempt to see through it by succeeding at a Scrutinize Test. Otherwise, it appears real to them – even if their comrades deny it is there! This Magick requires Concentration. Regardless, the actual casting of *Mass Hallucination* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but the illusion is impenetrable, appearing real to everyone who witnesses it.
Critical Failure: You have a difficult time distinguishing between what is real and what isn't. Your mind begins to reel from all manner of strange shadows and shapes playing around you. You remain Helpless for the Duration of the spell. Upon its completion, the diadem turns into a mere pebble.

MINDWIPE

By tracing your finger into the air, you unravel the mind of another, stealing their memories.
Distance: Any one person you can see
Reagents: River water poured onto the ground (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, your foe completely forgets who you are, what you are doing here and everything else about you, up to the point after you cast the spell. Your foes can successfully Resist with a Scrutinize Test. Regardless, the actual casting of *Mindwipe* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but you gain the last 48 hours of the person's memory you had Mindwiped.
Critical Failure: Your mind is foggy, you seem to have forgotten something and you cannot recall what it is. Riddled with anxiety, you constantly fret and worry at your loss… Two valuable objects you own disappear. You can never get them back.

SHADOW SLIP

You slip into the shadows, nigh invisible save to the keenest of eye.
Distance: Yourself
Reagents: One piece of charcoal, crushed beneath your boot (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you gain a +10 Base Chance to Stealth Tests. In addition, you do not require concealment or cover in order to sneak around, able to hide in plain sight. Regardless, the actual casting of *Shadow Slip* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but triple the Duration.
Critical Failure: As you step into the shadows, you are immediately struck by a sense of vertigo. Spiraling through the darkness, you seem to visit a dream-like reality where everyone around you is an apparition, a shade of their former selves. Eventually, you stumble out of the shadows after the Duration of the spell ends. You suffer 3 Corruption upon your return.

TWO SELVES

A mirror image of yourself instantly appears and will follow a set of prescribed actions while you manage to slip away.
Distance: Yourself
Reagents: Your pointer fingers brought together side by side
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you produce a mirror image – an illusion – of yourself. This mirror image does whatever you command it to do, although it is incapable of physically manipulating objects. While the mirror image conducts its activity, you are rendered completely invisible. If you attempt to take any actions which will directly affect another (such as attacking them, lifting something off their person, etc.), they can immediately make a Scrutinize Test to see through this illusion before you take action. Regardless, the actual casting of *Two Selves* is never apparent to anyone, perfectly disguised.
Critical Success: As above, but triple the Duration.
Critical Failure: As your second self steps away from you, it takes upon the same physical characteristics as you and your trappings (including the ability to cast Magick). For the spell's Duration, this doppelganger threatens to take your life, using whatever means or materials you had on-hand which it now also possesses. Once destroyed, the doppelganger and its possessions dissipate into a gray mist.

UMBRAL KNIVES

Conjuring forth multiple silhouettes of illusory knives, they are instantly hurled towards your enemies.
Distance: Yourself
Reagents: One castle-forged dirk, held before you
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in mental Peril. Regardless, the actual casting of *Umbral Knives* is never apparent to anyone, perfectly disguised.
Critical Success: As above and it also immediately triggers any Disorders your foes may be suffering from.
Critical Failure: The dirk drops immediately at your feet, twisting into a single screw and burying itself hundreds of yards beneath the earth. It is lost forever. You immediately suffer 3D10+[WB] in mental Peril. It also triggers any Disorders you may be suffering from.

ARCANA OF SORCERY

SPELL	PRINCIPLE
Basilisk's Spittle	Petty
Condemnation	Greater
Grotesque Miasma	Greater
His Dark Gift	Petty
Mark of Chaos	Lesser
Metamorphosis	Greater
Nightmare Visions	Petty
Skin Guest	Lesser
Withering Touch	Lesser

BASILISK'S SPITTLE

Ingesting the vile liquid, you spit a stream of hot, acidic blood towards a hated foe.

Distance: Any one person you can see

Reagents: A vial of blood from your own Ancestry, ingested (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the foe's armor loses 3 from its Damage Threshold Modifier from acid damage until it is repaired. Your foe can successfully Resist with a Coordination Test.

Critical Success: As above, but the foe's armor and clothing are instantly destroyed.

Critical Failure: Your stomach makes a terrible noise, as if you had too much blood sausage. You instantly soil your smallclothes and now suffer from Bloody Flux.

CONDEMNATION

You utter a single word of such power that it obliterates others, condemning them to the swell of chaos beyond.

Distance: Yourself

Reagents: The blood of an Abyssal creature (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, all those who are caught within the Burst Template immediately suffer 3D10+[WB] in Damage. In addition, those who fail to Resist with a Resolve Test are left Helpless for one Turn.

Critical Success: As above, but those caught in the Burst Template cannot Resist this Magick.

Critical Failure: Your words unwittingly unravel your hold over Magick. You immediately suffer 3D10+[WB] in Damage and are left Helpless for one Turn.

GROTESQUE MIASMA

Scattering dust to the ground, a miasma arises in the distance, choking all caught within it. And as they breath the deadly gasses, their bodies begin to grow misshapen.

Distance: Any one place you can see

Reagents: A plague victim's bones, ground into dust (expended)

Duration: Special

Effect: After successfully casting this spell, all those caught within an Explosion Template immediately move one step down the Damage Condition Track negatively and gain a Mutation called Taint of Chaos. It is possible to successfully Resist this Effect with a Toughness Test, but foes must succeed at the Toughness Test every Turn while standing in the Explosion Template or drop one more step down the Damage Condition Track negatively. Mutations are covered in **Chapter 11: Game Mastery**. This Magick lasts up to the point when the affected finally succeed at a Toughness Test. A foe is never Slain! by this Magick, instead remaining Grievously Wounded. This Magick requires Concentration.

Critical Success: As above, but those affected automatically fail their first three Toughness Tests to Resist.

Critical Failure: Suddenly, you fall to the ground. As you twist and contort, your body does not seem to be your own. You suffer 9 Corruption as a result. At the end of the session, whenever the GM determines whether you gain an Order or Chaos Rank, if you gain a Chaos Rank, you also gain a Taint of Chaos.

HIS DARK GIFT

Drawing from the Abyss, you grant a black blessing in exchange for part of the recipient's soul.

Distance: Any one person you can touch

Reagents: An appropriate sacrifice, such as a small kitten (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, the person you touch can add +5% to Combat, Fellowship and Willpower-related Skills. However, once the Duration of the spell has expired, they suffer 3 Corruption.

Critical Success: As above, but they gain a +10% instead.

Critical Failure: You have displeased whatever demon would have granted such chaotic power. As a consequence, the intended beneficiary to this Magick instead suffers from His Dark Punishment. The person you touch suffers a -10% to Combat, Fellowship and Willpower-related Skills for the Duration of the spell. In addition, they suffer 3 Corruption once the Duration ends.

MARK OF CHAOS

Using the black, twisted tip of the horn, your victim is instantly mutated before your eyes and weakened by chaos incarnate.

Distance: Any one person you can touch

Reagents: The horn of an Abyssal creature, used to touch a victim

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or gain a Mutation called Taint of Chaos (as covered in **Chapter 11: Game Mastery**). In addition, they are left Helpless for one Turn.

Critical Success: As above, but your foe cannot Resist this

Critical Failure: The touch of the horn does nothing, at least at first. Instead, you find your hand instantly atrophies. You are unable to use your primary hand for 48 hours.

METAMORPHOSIS

With a wet 'whoosh', your body transforms into a black cloud of chattering insects.

Distance: Yourself

Reagents: A jar of flies smashed onto the ground (expended)

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, all your trappings fall to the ground and your body transforms into a swarm of six hundred and sixty-six flies. You can now levitate one yard above the ground as a part of your Movement. Furthermore, you cannot be struck by normal weapons, but can be harmed by Magick. You can move through small spaces unhindered. You can transform back and forth between your regular shape and the swarm of flies at will for the Duration of the spell (or in combat for 2 APs).

Critical Success: All of your trappings metamorphose as well.

Critical Failure: The Magick spell fails as your body rips at the seams and you are unable to act. You disappear. Once the Duration of the spell expires, you reform somewhere a number of miles away equal to your [WB] from where you transformed.

NIGHTMARE VISIONS

Your foe's mind is filled with a waking dream of a great cyclopean city, glistening with ooze and latent with sinister horror as brooding Abyssal entities loom over them as gods.

Distance: Any one person you can see

Reagents: A flaming candle made from fat of your own Ancestry, ignited

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, your foe starts with 1 less AP at the start of their Turns in combat. Your foe can successfully Resist with a Resolve Test.

Critical Success: As above, but triple the Duration.

Critical Failure: Your body is wracked with pain, lighting lances through your bones. Your own skin seemingly melts before you, dripping like hot butter into your boots. You have 1 less AP at the start of your Turns in combat for the Duration of the spell.

SKIN GUEST

Whispering as you play cat's cradle with delicate strings, you exercise limitless control over another.

Distance: Any one person you can see

Reagents: A cat's cradle made from muscle sinew of the Ancestry of the person you wish to control

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you immediately gain control of another. You bend them to your will, forcing them to commit acts they would normally not do. Although not truly 'charmed', they cannot defy your commands. They may speak as they normally would. This Magick requires Concentration. Your foe can successfully Resist with a Resolve Test.

Critical Success: As above, but your foe cannot Resist this Magick.

Critical Failure: Suddenly, your limbs jerk upwards as if controlled by an invisible puppeteer. You are immediately made the cat's paw of an Abyssal fiend, and fight your own allies for the Duration of the spell.

WITHERING TOUCH

With but a touch of your hand, objects are made to wither and become brittle.

Distance: Any one object or person you can touch

Reagents: A bad apple writhing with maggots, crushed under heel (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or age 1D10+1 years. Their Agility and Brawn Primary Attributes are reduced by the same number of that they age. If this Magick is used on inorganic objects smaller than a sword, it can permanently splinter, shatter and rust objects, making them have the Ruined! Quality. When you touch organic objects such as food, it immediately spoils, swarming with maggots and bot flies.

Critical Success: As above, it immediately renders inorganic objects to dust, left destroyed.

Critical Failure: This dark Magick withers both yourself and your possessions. Two random trappings of your own are instantly destroyed and you are aged 1D10+1 in years. Your Agility and Brawn Primary Attributes are reduced by the same number of years that you age.

ARCANA OF TRANSMUTATION

SPELL	PRINCIPLE
Corrosion	Petty
Dancing Arrows	Greater
Enchant Trapping	Lesser
Fool's Fortune	Lesser
Gird of Iron	Petty
Law of Order	Petty
Reshape Metal	Lesser
Transmutate Mind	Greater
Unlock Secrets	Greater

CORROSION

A glancing touch is all you need to rust and destroy objects.
Distance: Any one object you can touch
Reagents: A rusted nail, crushed beneath your heel (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) is permanently rusted, considered to be useless until repaired.
Critical Success: As above, but you can permanently rust an object no larger than a carriage is tall.
Critical Failure: As you stomp on the nail, it drives deep into your foot! Although you do not suffer Damage, all terrain is treated as Hard Terrain for 24 hours.

DANCING ARROWS

Shimmering arrows lance outward towards the nearest foe.
Distance: Any persons you can see
Reagents: A number of silver arrowheads equal to your [WB] (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a Coordination Test, they drop whatever is in their hands just outside of easy reach.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: The dancing arrows shoot off into the air, all but one misses and that one returns to strike you. You suffer 3D10+[WB] in Damage and drop whatever is in your hands just outside of easy reach.

ENCHANT TRAPPING

You instill temporary Ætheric power into an object through a simple rite.

Distance: Any one object you touch
Reagents: The feather of a rare creature, used to draft a formula on paper (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, the object you touch is temporarily turned into an arcane artifact. Whenever you enchant the object, it grants +10% towards one relevant Primary Attribute. For instance, you can enchant a jaunty hat to grant a boon to Intelligence or a codpiece to grant a benefit to Combat. Perhaps you enchant a set of slippers to grant a boost to Agility or a pair of silken gloves to improve Brawn; it is your choice. Whatever you wish to enchant, the form must follow its function. Such objects may only bear one enchantment at a time. Furthermore, a person cannot wield more than one Enchanted Trapping at a time.
Critical Success: As above, but triple the Duration.
Critical Failure: Not only does the Magick fail, it also instantly dispels all Magick around within a Burst Template, centered on the trapping you were attempting to enchant (as if affected by the Generalist Magick called *Dispel Magick*).

FOOL'S FORTUNE

With a 'snap' of your fingers, you can make an object appear to be of greater value than it truly is.
Distance: Any one object you touch
Reagents: A handful of pyrite, sprinkled over the object (expended)
Duration: 6+[WB] in hours
Effect: After successfully casting this spell, the object you touch can appear to be far more valuable than it really is. For instance, you can turn a penny into gold, make a wooden staff appear as if made from ironwood or make a teetering wagon look like a shimmering crystal cart. Once affected, the object appears to be worth three times its original market value. Objects affected by *Fool's Fortune* cannot be discerned to be false by normal means.
Critical Success: As above, but you can affect three objects instead.
Critical Failure: As you gently sprinkle the pyrite, three objects appear to become something incredibly valuable. However, within a few moments they disintegrate, forever destroyed.

GIRD OF IRON

Steel balls begin to rotate in unison around your body, shielding you from harm.
Distance: Yourself
Reagents: A handful of small steel balls (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, you can Dodge ranged attacks and Parry melee attacks using your Incantation Skill.
Critical Success: As above, but triple the Duration.
Critical Failure: The steel balls knock the Wind out of you. You immediately suffer 1D10+1 physical Peril.

LAW OF ORDER

Your Magick instills a better sense of tactics and stratagem into the mind of the one you touch.

Distance: Any one person you can touch

Reagents: A piece of paper with a mathematical formula written on it (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test they make for the Duration of the spell. The Skill Test can be any one of their choice, even one that has been failed or Critically Failed.

Critical Success: As above, but triple the Duration

Critical Failure: Misfortune hexes the would-be recipient. The GM will determine one Skill Test the person will automatically fail – even if they Critically Succeed – for the Duration of the spell.

RESHAPE METAL

Tapping the hammer against an object three times, it instantly takes a new shape before your eyes.

Distance: Any one object you touch

Reagents: An iron hammer, touched to the object you want to reshape

Duration: Forever

Effect: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) can be physically altered. For instance, you could reshape a door into a sled, a lead flagon into a fishing lure or a sword into a dirk. The object being changed must be larger than the new object, although you can reshape objects into similarly-shaped or sized objects. In addition, it cannot change the properties of the metal (meaning you could not turn a lead ball into a gold coin). If you attempt to use this on a foe's armor, they can avoid it with a successful Coordination Test as the metal reshapes. Otherwise, they are knocked Prone.

Critical Success: As above, but the object is crafted as if Castle-forged or the best quality you can create.

Critical Failure: The tolling of the bell rings in your head, as you immediately double over and vomit copiously. Your hearing is stricken from you and you are temporarily deaf for 48 hours. During this time, you automatically fail any Skill Test which requires you to hear.

TRANSMUTATE MIND

You are able to transform the mind of a madman into a sane one, much like how a rod of iron is struck into a sword.

Distance: Any one person you can touch

Reagents: A madman's book, torn to shreds (expended)

Duration: Special

Effect: After successfully casting this spell, the person you touch permanently reduces their Chaos Ranks equal to your [WB].

Critical Success: As above, but you also cure a single Disorder (if the person has one).

Critical Failure: Your touch warps the mind of the patient, driving them deeper into madness. They immediately gain Corruption equal to your [WB].

UNLOCK SECRETS

Peering through the ruby, you can see the world's many secrets upon its multi-faceted surface.

Distance: Any one object you can touch

Reagents: A ruby of arsenic crystal, peered through

Duration: Instantaneous

Effect: After successfully casting this spell, the object you touch is now known to you. You know the material composition, who made it (if it was crafted) and any mundane properties it may possess. In addition, you can discern from a Magickal object a number of secrets equal to your [WB]. This includes any special properties it may possess and how to activate it (even if it is cursed or corrupted).

Critical Success: As above, but you uncover every bit of history and secret imaginable that the object may possess.

Critical Failure: Your mind is filled with confusion, as thousands upon thousands of secrets come pouring into your head. The crystal immediately turns into liquid mercury, slipping between your fingers. You start with 1 less AP at the start of your Turns in combat for 72 hours.

DIVINE MAGICK

Practiced by those who possess the Special Trait of Divine Magick, one of ten total suites of Prayers can be learned in Intermediate or Advanced Tier. Unlike their arcane counterparts, these Magicks originate from a divine source. Each of the Prayer suites represent a specific sphere of influence that a god may have over the Material Realm. Allowing these would-be 'clerics' a smidgen of their divine might, clerics become the living proxy of the god's agenda in the Material Realm. And when these practitioners stray from the path, they are made subject to Divine Punishment, each branded with a particularly ironic twist.

Below are the ten most common suites of Prayers:

PRAYERS OF THE CROUCHING ONE

SPELL	PRINCIPLE
Dance of Death	Greater
Eternal Damnation	Lesser
Hand of the Murdered God	Lesser
Knife In The Dark	Petty
Lustful Blade	Lesser
Murderous Demands	Greater
Spider's Fang	Petty
Stinging Blows	Petty
Terrifying Attacks	Greater

DANCE OF DEATH

Your prayers are gruesome and threatening, causing foes to dance maniacally – pulling their own hair, picking at their own flesh and poking at any orifice – harming themselves in the process.
Distance: Any persons you can see
Reagents: A vial of blood from an honest priest (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. They must Resist with a Resolve Test or immediately suffer 3D10+their [BB] in Damage and dance in place for three minutes, unable to Counterspell, Dodge or Parry during this time. Those who do Resist suffer from Terror instead.
Critical Success: As above, but your foes cannot Resist this Magick.
Critical Failure: Your words send you into an endless dance, unable to do anything else and inflicting harm upon yourself in the process. You begin to dance and must do so for 72 hours; throughout, you are rendered Helpless. At the end of the dance, you suffer one Moderate, Serious and Grievous Injury.

ETERNAL DAMNATION

You claim a soul for the blood god, damning them to eternal torment at the hands of the Abyssal Prince of Pleasure.
Distance: Any one person you can touch
Reagents: The blood of your victim (expended)
Duration: Forever
Effect: After successfully casting this spell, the person you touch (providing they are already Slain!) is unable to be raised from the dead.
Critical Success: As above, but you can affect a living person who is suffering from any kind of Injury.
Critical Failure: Refusal of the blood god takes a wearisome toll upon you. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).

HAND OF THE MURDERED GOD

Blood oozes from your hand, dripping on the ground and congealing beneath your feet.
Distance: Yourself
Reagents: The finger bones of a murderer, held in a purse
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, your hand begins to weep Ætheric blood. For the Duration of the spell, foes who attempt to target you with Attack Actions or Perilous Stunts must Resist with a Resolve Test or suffer a -20 Base Chance to strike you.
Critical Success: As above, but your foes are unable to Resist this Magick.
Critical Failure: Your hand begins to bleed, for real! You suffer from Bleeding for the Duration of the spell, or until it is stemmed.

KNIFE IN THE DARK

Flashing out from the darkness, a blade immediately strikes the foe you're Engaged with.
Distance: Any one person you can touch
Reagents: A tail of a scorpion, held in-hand
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 1D10+[WB] in Damage and be unable to use any Movement Actions for one Turn. You can inflict Injuries with this Magick, as if it were a melee weapon.
Critical Success: As above, but the foe also begins to Bleed.
Critical Failure: The scorpion's tail stings you, instantly dissolving in-hand. You are affected by scorpion's venom, as indicated in **Chapter 9: Hazards & Healing**.

LUSTFUL BLADE

Your stiletto has an unquenchable thirst for blood, which must be sated.
Distance: Yourself
Reagents: A castle-forged stiletto, held in-hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the blade of the stiletto oozes acid. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this stiletto, refer to your Incantation Skill instead of a Combat-based Skill. When you inflict an Injury on a foe, you instead move one step up the Damage Condition Track positively.
Critical Success: As above, but victims cannot Dodge or Parry this attack.
Critical Failure: The stiletto takes upon its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the stiletto does nothing; and if the result is face '6', it will lash out at a random ally.

MURDEROUS DEMANDS

Your god requires a blood sacrifice, and you shall deliver it unto them.
Distance: Yourself
Reagents: A vial of blood from a corrupt priest other than yourself (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can kill with a single blow. Anytime you inflict at least 12 Damage or cause an Injury with a melee weapon, you automatically render your foe Slain! instead. Those who are not Slain! begin to Bleed.
Critical Success: As above, but you can slay someone when inflicting at least 9 Damage.
Critical Failure: Your wounds begin to Bleed endlessly. Your Damage Threshold is reduced by 9, instead of the normal 6. For the Duration of the spell, should you suffer an Injury, you are Slain! instead.

SPIDER'S FANG

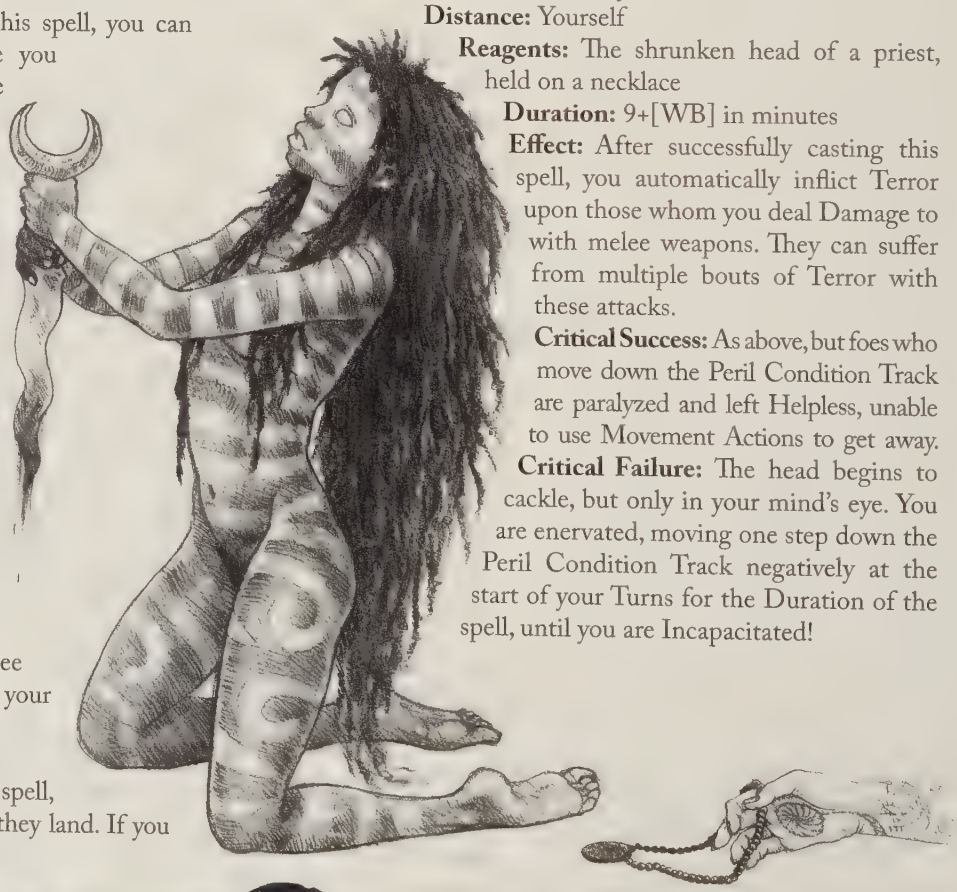
You draw both blood and inflict stinging pain as you wound enemies.
Distance: Any one person you can see
Reagents: A spider's head, held in your pocket
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your attacks inject venom whenever they land. If you Injure a foe, they suffer both an Injury and are affected by spider venom, as indicated in **Chapter 9: Hazards & Healing**.
Critical Success: As above, but the foe cannot Dodge or Parry your attacks.
Critical Failure: The spider's head bites your leg, as it dissolves in your pocket. You are affected by spider's venom, as indicated in **Chapter 9: Hazards & Healing**.

STINGING BLOWS

Your attacks inflict excruciating pain as they strike.
Distance: Any one person you can see
Reagents: A blackjack, held in your off-hand
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, your attacks sting whenever they land. When you deal Damage with a melee weapon, your foe must Resist with a Toughness Test or suffer a -10 Base Chance to all Skill Tests for the Duration of the spell.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: You're struck dumb by the gods for this transgression. Your head reels from dizziness and you must flip the results to fail all Combat-based Skill Tests for the Duration of the spell.

TERRIFYING ATTACKS

Every time you draw blood, a horrendous cackling emits from the shrunken head you wear around your neck.
Distance: Yourself
Reagents: The shrunken head of a priest, held on a necklace
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you automatically inflict Terror upon those whom you deal Damage to with melee weapons. They can suffer from multiple bouts of Terror with these attacks.
Critical Success: As above, but foes who move down the Peril Condition Track are paralyzed and left Helpless, unable to use Movement Actions to get away.
Critical Failure: The head begins to cackle, but only in your mind's eye. You are enervated, moving one step down the Peril Condition Track negatively at the start of your Turns for the Duration of the spell, until you are Incapacitated!



PRAYERS OF THE CUSTODIAN

SPELL	PRINCIPLE
Beyond the Pale	Petty
Déjà Vu	Lesser
Dreamweaver	Petty
Final Rest	Greater
Last Rites	Petty
Omen of Death	Greater
Sleepwalker	Greater
The Invitation	Lesser
Turn Undead	Lesser

BEYOND THE PALE

You pour a line of salt upon the ground, calling for your god to deny the passage of the unliving across it.

Distance: Yourself

Reagents: A jar of epsom salt, poured upon the ground (expended)

Duration: 3+[WB] in hours

Effect: After successfully casting this spell, you draw a three-yard long line upon the ground. Unless they successfully Resist with a Resolve Test, no creature classified as being Supernatural can cross it. If they do, they suffer 1D10+[WB] Damage, whether they successfully Resisted it or not.

Critical Success: As above, but triple the Duration.

Critical Failure: Strange symbols begin to glow upon the ground. Those who behold these ebbing symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.

DÉJÀ VU

You will receive a foretelling of the immediate future, unraveling its mysteries only in the moment before it happens.

Distance: Yourself

Reagents: Three sticks of frankincense, ignited (expended)

Duration: 6+[WB] in hours

Effect: After successfully casting this spell, you gain one temporary Fate Point to be used as you desire. Once this Fate Point is used, you suffer 6 Corruption as you've stolen what death was meant to take away. Once the Duration of the spell expires, the Fate Point goes away, regardless of whether it was used or not.

Critical Success: As above, but you don't suffer Corruption once the spell expires.

Critical Failure: You receive nothing. There is nothing to be learned here. However, at an appointed time in the future by the GM, you will be ridden with a seizure and collapse, convulsing on the ground. You will be left Helpless for a total of six minutes, you cannot recast this Magick until the Duration of the spell has expired and finally, you suffer 6 Corruption.

DREAMWEAVER

You personally appear in the dreams of another, delivering a haunting message.

Distance: Any one person you have met

Reagents: A bit of wool, pulled between your forefingers and thumbs (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you send a message to one person you can envision. They will receive it the next time they go to sleep. The message can be no longer than one minute. The GM will likely time you with a watch.

Critical Success: As above, but the message can be up to three minutes long.

Critical Failure: As you weave the dream, the message becomes muddled. The person you envisioned as the recipient will wake up confused and bewildered and immediately suffer 1D10+1 mental Peril.

FINAL REST

As you touch one of the undead, they instantly disintegrate into dust, forever destroyed.

Distance: Any one person you can touch

Reagents: A stake carved from rare ironwood, driven into the unliving (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch (providing they are classified as a Supernatural creature) must Resist with a successful Coordination Test or be Slain!. If they fail, they are turned entirely to dust, and cannot be raised from the dead.

Critical Success: As above, but your foe cannot Resist this Magick.

Critical Failure: The stake splinters in-hand and the very Supernatural creature you intended to drive it into, is reinvigorated with 'unlife'. The Supernatural creature is instantly restored to Unhindered, Unharmed and loses all Injuries.

LAST RITES

You perform both the rites required to usher along the dead, but also a special convocation to prevent them from being raised from the dead.

Distance: Any one person you can touch

Reagents: A brick, set between the teeth (expended)

Duration: 3+[WB] in years

Effect: After successfully casting this spell, the person you touch (providing that they are already Slain!) cannot be raised from the dead by Magickal or supernatural means. This can only be cast upon a corpse once, regardless of whether it succeeds or fails.

Critical Success: As above, but this Magick lasts for triple the Duration.

Critical Failure: From the moment that the body is laid to rest, your dreams are haunted by the deceased's memories. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).

OMEN OF DEATH

Crows begin to gather overhead, circling above to cast their grim shadow over the battlefield.

Distance: Any persons you can see
Reagents: A raven, slaughtered in-hand (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you have their Fury Dice explode on face '6', '5' and '4' when determining Total Damage.
Critical Success: As above, but the affected have their Fury Dice explode on face '6', '5', '4' and '3'.
Critical Failure: The crow you released is not dead, but becomes murderous, pecking and gnawing at you. For the Duration of the spell, you are unable to cast Magick and must succeed at a Coordination Test at the start of your Turn or else be knocked Prone.

SLEEPWALKER

You chant over a crowd of people, making them calm as sheep. Some even fall asleep, so enchanting are your words.

Distance: Any persons you can see
Reagents: A handful of powdered gold, poured onto the ground (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a number of foes equal to your [FB] who can see and hear you suffer a -30 Base Chance to Resolve Tests. In addition, those who fail to immediately Resist with a Resolve Test are left Helpless for the spell's Duration.
Critical Success: As above, but the affected automatically fail to Resist.
Critical Failure: As you invoke the walk of sleep among the throng, they grow incensed. Suddenly, you find yourself in a situation that begins to spiral out of control! You are left Helpless for the spell's Duration against those who you intended to use this Magick against.

THE INVITATION

Holding the mirror over the dead's face, their haunted gaze reflects within it and they speak to you.

Distance: Any one person you can touch
Reagents: A mirror, which you hold to the face of a corpse
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch (providing they are already Slain!) summons their spirit back from the dead to their corpse to speak with you. You can ask any questions and they will always answer truthfully. However, they cannot answer questions they did not know the answers to in life.
Critical Success: As above, but triple the Duration.
Critical Failure: Behold, the terrible countenance of a Supernatural creature from beyond. 'Tis not the one you commanded to return. The mirror suddenly shatters, breaking in your hand! You are subjected to Fear.

TURN UNDEAD

Denouncing the supernatural, you turn away and destroy those who are an anathema to the Material Realm. They burst into blue flames.

Distance: Any one person you can see
Reagents: Your holy symbol, held before you.
Duration: Instantaneous
Effect: After successfully casting this spell, as long as they are classified as a Supernatural creature, you deal 2D10+[WB] in Damage to a single foe.
Critical Success: As above, but the foe is also set On Fire.
Critical Failure: You are suddenly filled with crippling anxiety, crushed as your god momentarily turns away from you. You suffer 2D10+2 mental Peril and are knocked Prone.

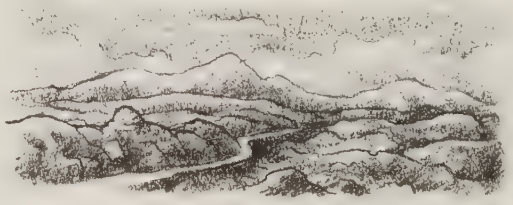
PRAYERS OF THE DEMIURGE

SPELL	PRINCIPLE
Fury of the Wildlands	Greater
Hare's Speed	Petty
King of Beasts	Petty
Mother's Cradle	Greater
Part The Ways	Lesser
Primordial Tongue	Petty
Rage of the Primal Lord	Greater
Suffocating Growth	Lesser
Thunderclap	Lesser

FURY OF THE WILDLANDS

You call forth the most destructive of forces to rage over your foe, whether it be a lightning strike, trees lashing about, an open maw in the earth, a pounding ice storm, a rising tide of acidic water or a fiery tornado.

Distance: Any one person you can see
Reagents: The petrified penis of a Troll, held aloft
Duration: Instantaneous
Effect: After successfully casting this spell, one foe immediately suffers 3D10+[WB] in Damage now and every Turn thereafter until they are Slain! from it.
Critical Success: As above, but the foe also suffers 3D10+[WB] in physical Peril now and every Turn thereafter until they are Incapacitated! from it.
Critical Failure: The call of the wild goes unanswered. You are petrified into a soft stone and left Helpless for 72 hours.



KING OF BEASTS

You command the creature to do your bidding; its response is obedience.

Distance: Any one creature you can touch

Reagents: The tooth of a creature type you wish to tame (expended)

Duration: Special

Effect: After successfully casting this spell, the creature you touch (providing they are considered to be a Beast) is yours to command for exactly one minute. Note that if you attack the creature or cause it further harm, the spell ends immediately.

Critical Success: As above, but triple the Duration.

Critical Failure: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion – to kill and eat you! The creature can add a 1D6 Fury Die to Total Damage whenever it strikes you in the next three minutes.

HARE'S SPEED

You bound and sprint like a rabbit in the wild.

Distance: Yourself

Reagents: A rabbit's foot, held on a chain

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you can increase your Combat Movement by 3. In addition, you reduce the number of APs required by 1 whenever you Charge, Get Up, Maneuver and Run.

Critical Success: As above, but triple the Duration.

Critical Failure: You accidentally bound upwards into the air, a number of feet equal to 1D10+[WB]. You immediately suffer a fall, and are knocked Prone. In addition, you manifest a puff of fur on your bottom, your ears grow fuzzy and you have a yearning for carrots for the next 24 hours.

MOTHER'S CRADLE

The bounty of the earth-mother's creatures reinvigorates her other children.

Distance: Any persons you can touch

Reagents: The breast milk of a woodland nymph, shared between the beneficiaries (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, select a number of allies equal to your [WB]. Those so affected immediately restore their Peril Condition Track as if they had rested in safety, as indicated in **Chapter 9: Hazards & Healing**.

Critical Success: As above, but the allies may also move two steps up the Damage Condition Track positively.

Critical Failure: The moment that everyone has drunk of the milk, it turns sour, tasting vile. Their tummies begin to rumble and ache. Those who partook of the milk suffer 3D10+3 physical Peril and contract Bloody Flux. Note that there is no indication that the milk has soured until after everyone has swallowed (so no spitting it out).

PART THE WAYS

The river cradles you in the water, buoyant like a fish (and as fast, too).

Distance: Yourself

Reagents: A small minnow, swallowed (expended)

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you may flip the result to succeed Athletics Test while swimming. In addition, you are not weighed down by any trappings or equipment you wear. Finally, you can add an additional 6 yards to your Combat Movement while swimming.

Critical Success: As above, but triple the Duration.

Critical Failure: Your stomach fills with Ætherically-summoned water. You immediately suffer 2D10+2 physical Peril and are knocked over, where you remain Prone on the ground, throwing up water for the spell's Duration.

PRIMORDIAL TONGUE

You are granted the gift of being able to speak the tongue of any creature of the wild, conversing as you would with a stranger. Be warned though, not every creature is willing to hold a normal conversation with you – their savage heart trumps reasoned communication!

Distance: Yourself

Reagents: A crabapple, smashed beneath your boot (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, you gain the ability to speak with any creature classified as a Beast. In addition, you gain a +10 Base Chance to all Skill Tests to converse with and befriend them.

Critical Success: As above, but add a +20 Base Chance instead.

Critical Failure: With but a whisper, your voice is stricken from you and replaced by one taken from a Beast of the natural world (the GM will decide which Beast). For 24 hours you can nothing except grunt, growl or roar.

SUFFOCATING GROWTH

Creeping vines and thorns come alive, as it entangles limbs and hands to the ground.

Distance: Any one place you can see

Reagents: A patch of solid earth you can see

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, a crawling patch of vines and creeping plants surges up out of the ground, seeking to swallow those within its reach. All those who are caught within the Burst Template begin to suffer from Suffocation. The growth is considered to be Hard Terrain. In addition, those attempting to escape the growth must Resist with an Athletics Test or continue to suffer from Suffocation. Finally, any Movement Action made within the growth requires the expenditure of 1 additional AP to use.

Critical Success: As above, but Movement Actions instead

require the expenditure of 2 additional APs to use.
Critical Failure: Vines burst from the ground beneath you, their fronds wrapping themselves around you and creeping down your throat. They threaten to tear you from the inside out. You must Resist with an Athletics Test now and at the start of your Turn for the Duration of the spell or suffer from Suffocation.

THUNDERCLAP

As you bring your hands together, a bolt of lightning streaks towards your foes, followed by a thunderous clap that can be heard for miles.
Distance: Yourself
Reagents: Two hands, brought together as a clap
Duration: Instantaneous
Effect: After successfully casting this spell, any foes caught in its Cone Template suffer 1D10+[WB] in physical Peril and 1D10+[WB] in Damage. In addition, they lose 1 AP at the start of their Turns in combat for the next 48 hours. Your foes can successfully Resist with a Coordination Test.
Critical Success: As above, but all foes struck automatically fail to Resist.
Critical Failure: As you bring your hands together, a bolt of lightning strikes nearby and you are deafened. You suffer 1D10+[WB] in physical Peril, 1D10+[WB] in Damage and cannot hear for 48 hours.

RAGE OF THE PRIMAL LORD

You seethe within, filled with the passion of the primal lords. All those before you tremble in utter horror!
Distance: Yourself
Reagents: A mask made from a creature classified as a Beast, worn over your face

Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, you can invoke Terror. In addition, you add a 1D6 Fury Die to all Damage – regardless of its source, from Magick or with a melee or ranged weapon. As with all Fury Dice, this die will explode on face '6'. Finally, you can spend 2 APs on your Turns in order to make two Melee or Ranged Attacks. However, you cannot Counterspell, Dodge or Parry for the Duration of the spell.
Critical Success: As above, but triple the Duration.
Critical Failure: Your mask drops to the ground and withers away, turning into worms. You have angered the Demiurge! You are small, unworthy of the primal lord's light and must pay the price. You immediately suffer 9 Corruption, and cannot cast this spell again until you make another mask.

PRAYERS OF THE GOD-EMPEROR

SPELL	PRINCIPLE
Celestine Judgement	Greater
Chaos Overturned	Lesser
Damnation	Lesser
Flames of Order	Greater
Heresy Denied	Petty
Imperial Might	Petty
Lionheart	Lesser
Order's Majesty	Greater
Unassailable Bulwark	Petty

CELESTINE JUDGEMENT

You hurl a twin-tailed comet of righteousness towards a single enemy who aligns themselves with chaos.
Distance: Any one person you can see
Reagents: An arrowhead fashioned from gold (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, one foe suffers 3D10+[WB] in Damage. In addition, they are knocked Prone for three Turns.
Critical Success: As above, but the foe also cannot Counterspell, Dodge or Parry for three Turns.
Critical Failure: As you throw the comet of justice towards your foe, you realize within your heart of hearts that it was solely intended for you. You suffer 3D10+[WB] in Damage and are knocked Prone and cannot Counterspell, Dodge or Parry for three Turns.

DAMNATION

As the heretic gazes into the mirror, they see the error of their ways.
Distance: Any one person you can touch
Reagents: A mirror, held before the person you touch
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the person you touch (providing they're classified as a Mutant creature or have a Taint of Chaos) must Resist with a successful Coordination Test or be unable to Counterspell, Dodge or Parry for the Duration of the spell. In addition, they suffer a -20 Base Chance to Resist your Magicks for the Duration of the spell.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: 'Tis not your enemy who is damned, but you instead! You suffer a -20 Base Chance to Resist Magicks for the Duration of the spell and are left Defenseless against them.

CHAOS OVERTURNED

Summoning the powers of order, you instill within yourself a sense of righteous hope.

Distance: Yourself

Reagents: A bronze hammer held aloft

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you gain 1 additional AP at the start of your Turns in combat, to use as you see fit. This also means that you can make an additional Attack Action or Perilous Stunt, despite the normal limitations presented in **Chapter 8: Combat**.

Critical Success: As above, but you also gain a +20 Base Chance to Combat-based Skill Tests for the spell's Duration.

Critical Failure: As you raise the hammer above your head, it splits along the hilt, breaking in two. You lose 1 additional AP at the start of your Turns and suffer a -20 Base Chance to all Combat-based Skill Tests for the Duration of the spell.

FLAMES OF ORDER

You are instantly immolated in holy light, rejecting all that is wrong and chaotic in this world.

Distance: Yourself

Reagents: A golden amulet inscribed with the holy symbol of your god

Duration: Instantaneous

Effect: After successfully casting this spell, you are instantly immolated in a harmless, white blinding light. Providing they are considered to be a heretic or a Mutant creature, those within the Explosion Template centered on you suffer 2D10+[WB] in Damage. This ignores any Damage Threshold Modifier their armor may confer.

Critical Success: As above, but those so affected are also set On Fire.

Critical Failure: The flames of your inner passion fizzles out. So distraught are you that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].

HERESY DENIED

You permanently lock a door, preventing Mutants from ever entering.

Distance: Any one portal you can touch

Reagents: Three bent nails, hammered into a threshold (expended)

Duration: 3+[WB] in hours

Effect: After successfully casting this spell, the portal cannot be trespassed by creatures that are classified as Mutants or other Humanoids possessing mutations unless they successfully Resist with a Resolve Test. Should they cross the portal, they suffer 1D10+[WB] in Damage, regardless of whether they successfully Resisted or not.

Critical Success: As above, but your foes cannot Resist this Magick.

Critical Failure: The three nails you hammer into the threshold instantly break. Strange symbols of judgement begin to ebb upon the threshold. Those who behold these symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.

IMPERIAL MIGHT

Your hammer glows with a white light, purifying all those whom you 'purify' with it.

Distance: Yourself

Reagents: Your hammer held aloft

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, your hammer beams with pure, white light. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, ever you strike or Parry with this weapon, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.

Critical Success: As above, but any victim struck with the weapon cannot Dodge or Parry it.

Critical Failure: You invoke the names of the sacred gods above incorrectly, you fool! As punishment, your weapon is sundered, ruined forever.

LIONHEART

You instill your god's might and fortitude in your allies.

Distance: Yourself

Reagents: Your holy symbol, raised aloft

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you are immune to the Intimidate Skill and cannot be subjected to Stress or Fear.

Critical Success: As above, but your allies are also immune to Terror.

Critical Failure: Your words fail, as you invoke the damnation of your own god. Not only that, your allies are instilled with cowardice. A number of allies equal to your [FB] suffer a -6 to their Peril Condition Track until the Duration is up.

ORDER'S MAJESTY

The power of your god glows in your eyes, causing all those who behold it to turn away from fear and superstition.

Distance: Yourself

Reagents: A prism held to your eye

Duration: Instantaneous

Effect: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, those who are subjected to Stress, Fear or Terror can immediately move three steps up the Peril Condition Track positively while lifting any lingering Effects of any Disorder that may have been triggered.

Critical Success: As above, but those so affected also gain one Fortune Point.

Critical Failure: The vision from your eyes is not of emboldening light, but of holy, unrepentant judgement! Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror.

UNASSAILABLE BULWARK

A pale white nimbus of light surrounds you, protecting you from harm.

Distance: Yourself
Reagents: An iron ring, forged in purifying flames
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, both Grievous and Serious Injuries inflicted upon you are treated as Moderate Injuries instead for the Duration of the spell.
Critical Success: As above and you are immune to Damage inflicted by melee weapons.
Critical Failure: Your Magick goes terribly awry, as the Wind is knocked out of you. You suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration.

PRAYERS OF THE LEARNER

SPELL	PRINCIPLE
All-Seeing Eye	Petty
Bonds of Justice	Petty
Criminal's Remorse	Petty
Eye For An Eye	Lesser
Gods As Your Witness	Greater
Justiciar's Blade	Lesser
See Through Lies	Lesser
Tooth For A Tooth	Greater
Trial By Fire	Greater

ALL-SEEING EYE

The eye of providence gives you insight others cannot possibly see without use of their third eye.

Distance: Any one person you can see
Reagents: A miniature pyramid of clay, crushed (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you can learn both the Order and Chaos Alignment of a person you can see and hear.
Critical Success: As above, but you can also learn what Disorders or Drawbacks they are suffering from.
Critical Failure: You behold not a vision of the person's temperament, but of the psychological horrors which have befallen them. You immediately suffer 3 Corruption as punishment.

BONDS OF JUSTICE

With a wave of your hands, you bind the hands and ankles of another with Ætheric energy.

Distance: Any one person you can see
Reagents: A single link of a chain, held in-hand (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or be left Helpless. A foe caught in the shackles who wants to break free of them, is required to Resist with an Athletics Test. However, they cannot add their Skill Ranks to their Athletics Test to break them.
Critical Success: As above, but the affected cannot break free of the shackles.
Critical Failure: You have made a minor transgression against the gods. You are immediately rendered Helpless for the spell's Duration, unable to break free of the *Bonds of Justice.*

CRIMINAL'S REMORSE

The smallest infractions of the law can bring about self-doubt and guilt within the heart of a criminal.

Distance: Any one person you can touch
Reagents: A tuft of a dog's hair, burnt (expended)
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be wracked with guilt. Whenever they commit a crime, they suffer 1D10+1 mental Peril.
Critical Success: As above, but triple the Duration of this Magick.
Critical Failure: Crime doesn't pay. Nor does the law, in your case. When you attempt to enforce the law three times over the Duration of the spell, you suffer 1D10+1 mental Peril.

EYE FOR AN EYE

The balance between chaos and order will be preserved. Justice for all.

Distance: Yourself
Reagents: A pair of weights from a scale, held in each pocket
Duration: Special
Effect: After successfully casting this spell, the forces of order ensure that any chaotic act committed upon you is returned in kind to the transgressor of such acts. This means that if someone stole your coin purse, they'd immediately lose their purse in return. The same will happen if someone intentionally causes you to suffer Damage or Peril, they immediately suffer the same Damage or Peril in kind. It also means that if you were the target of a Perilous Stunt, the offender would immediately suffer the same in kind. This Magick lasts until it has been triggered.
Critical Success: As above, but the affected is affected threefold. This means that if you suffered 4 Damage, they suffer 12 in kind. Or, if they stole your purse, they lose their purse and valuables of equal value in kind. It also means that if you had been the target of one Perilous Stunt, they are

immediately made the target of three Perilous Stunts in kind.
Critical Failure: By some mistake, you have disrupted the cosmic balance between order and chaos. The scales of justice do not weigh in your favor. Sometime in the next 48 hours, you will suffer retribution for the actions you took, not once, but three-fold!

GODS AS YOUR WITNESS

A truthful testimony will be compelled out of a person, by the god's divine will.
Distance: Any one person you can touch
Reagents: Invoking 'gods as your witness…' before asking a question
Duration: Special
Effect: After successfully casting this spell, the person you touch must give a truthful telling to your questions. You can only ask a number of questions equal to your [WB]. The person can only answer to the best of their abilities and must give honest answers.
Critical Success: As above, but triple the number of questions you can ask.
Critical Failure: You have made a critical error. You're not sure whether they're telling the truth or not. In fact, this may not bode well for you or your well-being. Stricken with anxiety, you immediately suffer 3D10+3 mental Peril.

JUSTICIAR'S BLADE

When all else fails, you turn to the sword to appease Nemesis.
Distance: Yourself
Reagents: Any sword, held in one hand
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, the sword shines like silver. The sword becomes a one-handed melee weapon with the Fast Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.
Critical Success: As above, but your foes cannot Dodge or Parry this attack.
Critical Failure: The sword takes upon its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.

SEE THROUGH LIES

The balance between chaos and order will be preserved. Justice for all!
Distance: Yourself
Reagents: A silken blindfold, worn for the Duration of the spell
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you are able to detect a lie made by anyone who you can hear. Note that you are completely blind to the Material Realm during this time, automatically failing any Skill Tests based on vision.
Critical Success: As above, but you are not blind during this time.
Critical Failure: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you and you're temporarily blinded for the spell's Duration. During this time, you automatically fail any Skill Test which requires you to see.

TOOTH FOR A TOOTH

You enact the old adage 'tooth for a tooth' upon a criminal, fully-knowing what transgressions they've made and exact a toll in return.
Distance: Any person you can see
Reagents: The blood of a victim who has suffered injustice (expended)
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or lose 3 APs at the start of their Turns in combat. A foe can attempt to Resist this Magick at the beginning of their Turns for the Duration of the spell.
Critical Success: As above, but the affected cannot Resist this Magick.
Critical Failure: Petty mortal! Who are you to exact revenge in the name of the gods? Today, you are not the arbiter of right and wrong. As punishment, you cannot cast Magick for 72 hours.

TRIAL BY FIRE

You incant an ancient prayer, meant to root out the guilty from the innocent. The guilty are bathed in the blue flames of justice, while the innocent remain untouched.
Distance: Any person you can see, whom you've personally met and know their name
Reagents: An expensive fire opal, held in palm
Duration: 9+[WB] in minutes
Effect: After successfully casting this spell, a foe who can see and hear you is condemned as if they are guilty. Now and on your Turn in Combat, name a crime that the guilty committed. If the foe is guilty of this crime, they immediately suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Each crime you name must be unique – you cannot name the same crime multiple times – and must conform to the local law. If they are innocent of the crime, nothing happens.
Critical Success: As above, but triple the Duration.
Critical Failure: You have made a major transgression against the gods. The fire opal burns in your palm, turning to dust. You will be punished for each and every lie or infraction of the law made in the next 72 hours. Should you even attempt to muddle the truth slightly or commit even the smallest of infractions against the law, you suffer 9 Corruption each time you do.

PRAYERS OF THE LEVIATHAN

SPELL	PRINCIPLE
Becalm Squall	Greater
Blessed Albatross	Greater
Bon Voyage	Petty
Breath of the Æther	Petty
Fisher's Intuition	Petty
Kraken's Curse	Greater
Saltwater Blast	Lesser
Seasickness	Lesser
Walk Upon Water	Lesser

BECALM SQUALL

With the thrust of a blade, the mast and sails of your ship are wreathed in St. Elmo's light.

Distance: Any one boat you can touch

Reagents: A whalebone dagger, thrust into the boat's mast (expended)

Duration: 9+[WB] in hours

Effect: After successfully casting this spell, a boat you touch (providing it is a river- or sea-going vessel) is saved from any bad winds or storm that surrounds it. The winds buffet outside of the area, but provide only a gentle breeze upon the boat. An area of calm radiates around the boat a number of yards equal to your [WB], allowing companion boats to take advantage of the Magick. If becalmed, the boat moves as if it were guided by a gentle wind and the thrashing waters no longer impede its ability to navigate.

Critical Success: As above, but triple the Duration.

Critical Failure: The storm grows even more precipitous. Roll a 1D6 Chaos Die. If it lands on face '6', lightning strikes the mast of the boat you're on, splitting it from the ship.

BLESSED ALBATROSS

Releasing sacred albatross, they forever hover above the ship's mast to bless its journey

Distance: Any one boat you can touch

Reagents: Three albatross, released from a cage (expended)

Duration: Forever

Effect: After successfully casting this spell, a boat you touch (providing it is a river or sea-going vessel) will never sink, should the albatrosses all remain alive as they hover above the mast.

Critical Success: As above, but it will also protect anyone aboard the boat from falling, being blown, knocked or swept overboard.

Critical Failure: The albatross bring not fortune, but a terrible curse. You, along with passengers and crew are unaware that you've irrevocably cursed the boat. At a time appointed by the GM, the boat will flounder and eventually sink. This will always be precipitated by the blackened husks of albatross being struck by lightning, one by one, day over day, for three days. As each is struck, those in the boat suffer 3D10+3 mental Peril.

BON VOYAGE

You christen the ship with a bottle of grog, wishing good fortune and safe travels.

Distance: Any one boat you can touch

Reagents: A bottle of wine, shattered on a boat's hull (expended)

Duration: Special

Effect: After successfully casting this spell, a boat you touch grants anyone aboard a +10 Base Chance to Navigation Tests while on the boat. This Magick lasts as long as you remain on the boat and you must name both the port of departure and the destination port. Ports of call do not account for this Magick. Once the boat reaches its destination, the Magick fades.

Critical Success: As above, but those who use Navigation Tests gain a +20 Base Chance to succeed instead.

Critical Failure: The bottle does not shatter against the hull, instead bouncing off of it and rolling away. When it stops, the cork suddenly pops on its own accord and the alcohol flows out not as liquid, but as silt. This boat is cursed and if you choose to board it before it leaves port, all those upon it must flip the results to fail all Navigation Tests instead.

BREATH OF THE ÆTHER

By covering your mouth with a kerchief – or a kiss – you are able to draw in deeper breaths.

Distance: Any one person you can touch

Reagents: The kiss of a woman, placed on a kerchief or the mouth (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch adds your [WB] to their [BB] to determine how many minutes they can hold their breath to withstand the Effects of Suffocation (or drowning). Once these minutes pass by, the Magick fades.

Critical Success: As above, but they also gain a +10 Base Chance to Athletics Tests to swim.

Critical Failure: As the woman places her kiss upon the unwitting, it spells their doom. Once they hold their breath, they fall unconscious from Suffocation, requiring a Kiss of Life!

FISHER'S INTUITION

You momentarily possess the uncanny eye of an able fisherman.

Distance: Self

Reagents: A fishing lure, dropped into the water (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, name any one creature of the sea. You now know the inherent direction to find it, providing it dwells in an area within your field of

vision. Once located, the Magick fades.
Critical Success: As above, but you are guaranteed to catch your prey.
Critical Failure: Your Magick leads you astray, as whomever attempts to catch the prey draws something terrible from below the depths. Likely, it will attempt to either swallow them once captured or pull them back into the waters!

KRAKEN'S CURSE

A curse of the depths is lain upon the unworthy, made fragile before you.
Distance: Any persons you can see
Reagents: A bone rod made from a deep sea monster
Duration: Instantaneous
Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Each foe suffers a Grievous Injury.
Critical Success: As above, but your foes also begin to Bleed.
Critical Failure: The rod of the ancient seat creature dissolves, turning into silt between your fingers. You immediately suffer a Grievous Injury, and begin to Bleed.

SALTWATER BLAST

A powerful blast of seawater and coral stings your foes, knocking them about.
Distance: Yourself
Reagents: A piece of coral (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you conjure forth a briny, powerful blast of water and dangerously sharp coral. All those who are caught within the Cone Template suffers 2D10+[WB] in Damage. This Magick also extinguishes Mildly and Moderately Dangerous fire and those who are already On Fire.
Critical Success: As above, but all foes caught in the Saltwater Blast are knocked Prone.
Critical Failure: A briny blast of water washes up over you from below your feet. You suffer 2D10+[WB] in Damage and are knocked Prone.

SEASICKNESS

You invoke a curse, making the afflicted believe they are atop a seaborne ship, wracked by a terrible storm!
Distance: Any one person you can see
Reagents: A splinter of a wrecked boat, snapped in half (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a foe is knocked Prone and suffers a -20 Base Chance to all Skill Tests for that Turn. Your foe can successfully Resist with a Coordination Test when this spell is cast and at the beginning of their subsequent Turns for the Duration of the spell, or continue to be knocked Prone and suffer a -20 Base Chance to all Skill Tests for that Turn.
Critical Success: As above, but the foe cannot Resist this Magick.
Critical Failure: Your stomach begins to turn, as if you had been drawn from the depths of the sea too quickly. Taken by the bends, you are unable to stand, knocked Prone every Turn and suffer a -20 Base Chance to all Skill Tests for the Duration of the spell.

WALK UPON WATER

You can walk atop water as if it were land.
Distance: Yourself
Reagents: A water strider, consumed (expended)
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, you can walk upon water or wet ground as if it were firm land.
Critical Success: As above, but triple the Duration.
Critical Failure: You cannot walk upon water. Nor, can you walk atop land! You cannot stand up without automatically being knocked Prone for the Duration of the spell.

PRAYERS OF THE MARTYR

SPELL	PRINCIPLE
Compassionate Words	Lesser
Cure Malady	Lesser
Expel Poison	Petty
Lay On Hands	Petty
Martyrdom	Lesser
Purifying Halo	Greater
Resolve Injury	Greater
Sooth Corruption	Petty
Suppress Affliction	Greater

COMPASSIONATE WORDS

Careful words and explicit prayer leads your compatriots to a zen-like state.
Distance: Any persons you can see
Reagents: A vial of holy water, sprinkled over the recipients of this Magick
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you add a +20 Base Chance to Resist Perilous Stunts and Magick.
Critical Success: As above, but they are also immune to Stress and Fear, but not Terror.
Critical Failure: While the words seem to work, they fall upon deaf ears. Your comrades have been made the victims of a terrible hex on your behalf. Whenever they have to Resist Perilous Stunts and Magick, they suffer a -20 Base Chance to Resist. In addition, when they are subjected to Stress and Fear, they are unable to Resist their Effects, for the Duration of the spell.

CURE MALADY

Your prayers lead the suffering away from the threshold and back to the light.

Distance: Any one person you can touch

Reagents: The proper treatment agents required to normally treat the Disease (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch is cured of the Disease they are suffering from. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but if the person lost points from their Primary Attributes due to a Disease's Effects, these points are restored.

Critical Failure: Your words are twisted, as you forget the correct convocation to draw your god's might. Your victim immediately suffers the Effects of another Disease (of the GM's choosing).

EXPEL POISON

Leading in prayer, you beseech your god to extract the poison from the victim's blood.

Distance: Any one person you can touch

Reagents: The blood of a poisonous snake, consumed by the victim (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch instantly recovers from the Poison they were suffering from. This also allows them to recover from Intoxication. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but if the person suffered Corruption from a Poison's Effects, they can also remove the Corruption.

Critical Failure: The only mercy for the wounded is simply to let them pass onwards into the mother's loving arms. Your victim is immediately affected by an additional dose of the same Poison you had sought to expel.

LAY ON HANDS

A warm glow emits from your hands, soothing the one you touch.

Distance: Any one person you can touch

Reagents: Your bare hand, placed upon the chest of a victim

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch moves one step up the Damage and Peril Condition Tracks positively. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but they move three steps up the Damage and Peril Condition Tracks positively.

Critical Failure: Your touch causes a corpulent decay to spread across the intended beneficiary's wounds. They are now suffering from Filth Fever.

MARTYRDOM

You create an indelible bond between you and another, suffering in their place.

Distance: Any one person you can touch

Reagents: A lock of hair from the victim (expended)

Duration: 6+[WB] in days

Effect: After successfully casting this spell, the person you touch ignores any Damage or Peril they suffer. Instead, it is dealt to you. You need not be near the person in order for Martyrdom to work.

Critical Success: As above, but if they begin to Bleed, suffer from Infection or an Injury, you suffer it in their stead.

Critical Failure: A terrible mangling of the proper form renders this Magick completely useless. Not only does the person suffer, but you suffer in kind also. This means if they suffer Damage, you suffer it as well. The same goes for Bleeding, Infection and Injuries for the spell's Duration.

PURIFYING HALO

Crowning your head is a golden halo, hovering in place.

Distance: Yourself

Reagents: A halo made from an unbroken circle of gold leaf

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, a halo of golden light hovers above your head. During this time, you are entirely immune to Diseases, Infection, Injuries and Poison. In addition, any foes who may be classified as Abyssal or Supernatural creatures automatically suffer a -30 Base Chance to strike you with Attack Actions and Perilous Stunts.

Critical Success: As above, but foes who are Abyssal or Supernatural creatures are automatically set on On Fire if they attempt to bring harm to you.

Critical Failure: The flames of your inner passion fizzles out. You are so distraught that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].

RESOLVE INJURY

Calling forth a blessing, the consumption of the holy honey treats the injured.

Distance: Any one person you can touch

Reagents: A honeycomb, imbibed by the victim (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch removes one Injury they are suffering from, as it has completely Recuperated. A Character may only gain the benefit of this Magick once per day.

Critical Success: As above, but if the person lost points from their Primary Attributes from an Injury's Effects, they can restore the lost points.

Critical Failure: A buzzing sound can be heard from the honeycomb. You pay no mind, as they eat the honeycomb. A bee then stings the victim's throat and they are unable to speak for 48 hours.

SOOTH CORRUPTION

Your warm embrace and tears bring comfort to the troubled.
Distance: Any one person you can touch
Reagents: Your tears, placed upon the cheek of a victim
Duration: 3+[WB] in hours
Effect: After successfully casting this spell, the person you touch immediately removes 1 Corruption. In addition, it temporarily delays the Effects of all Diseases, Disorders, Poisons and similar Effects for the spell's Duration. Anyone who has this spell cast upon them must spend a Fortune Point for it to take Effect.
Critical Success: As above, but triple the Duration.
Critical Failure: You bear crocodile tears and your god knows it. You are withdrawn and cannot muster the inner fortitude to bring yourself to act. You must flog yourself before casting Magick again, moving one step down the Damage and Peril Condition Tracks negatively.

SUPPRESS AFFLICTION

Through a complex series of prayers and guidance, you finally bring peace to the afflicted.
Distance: Any one person you can touch
Reagents: Three vials of holy water, imbibed by the victim (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, the person you touch is cured of one Disorder they are currently suffering from. A Character may only gain the benefit of this Magick once per day.
Critical Success: As above, but if the person lost points from their Primary Attributes from a Disorder's Effects, they can restore the lost points.
Critical Failure: You mangled the words to the prayer. The afflicted is not brought peace, but instead inflicted by chaos. You fail to cure the Disorder, instead triggering its Effects instantly.

PRAYERS OF THE NIGHTFATHER

SPELL	PRINCIPLE
Bargain Bin	Petty
Eyes Without A Face	Greater
Flimflam	Lesser
Fortune Favors The Bold	Lesser
Luck Of The Draw	Greater
My Lucky Day	Petty
Open Sesame	Petty
Pussyfoot Around	Lesser
Riches to Rags	Greater

BARGAIN BIN

Intoning a prayer of fortune, you know the best place to buy equipment at the right price.
Distance: Yourself
Reagents: One brass penny, thrown into a well or body of water (expended)
Duration: Instantaneous
Effect: After successfully casting this spell, you automatically know the best source for any goods you're seeking at the cheapest prices in the area. While using this prayer, you must intone the settlement you're in and name the specific goods you're seeking (black market or otherwise). If these goods are unavailable in the area, you automatically learn this. The prices of the goods you seek are usually 25% less than market cost.
Critical Success: As above, but you so compel the retailer to sell the desired goods to you at 50% less than the market cost.
Critical Failure: You have made a critical error. Merchants are compelled to refuse service to you, until you successfully cast this Magick again in the same settlement.

EYES WITHOUT A FACE

Intoning a prayer, you protect your real identity with an illusion that inspired the legends of personalities like Spring-heeled Jack.
Distance: Yourself
Reagents: An expensive gold and ivory venetian mask, held to your face (expended)
Duration: 9+[WB] in hours
Effect: After successfully casting this spell, make up a *nom de guerre* – an alternative appearance and personality – and describe it to the GM. You make it difficult for others to remember what you truly look like while under this illusion. This could be anything as crazy as appearing as a brooding bat-winged freak, a caped man clad entirely in red and blue steel or even a crazily-painted maniacal jester. While under this Magick's Effects, this the appearance you take on, except to those you deem worthy of seeing your true countenance. This allows you to build a reputation without bringing harm to your true identity.
Critical Success: As above and you retain the reagent.
Critical Failure: Oh, how fickle are the gods? You are made the catspaw of the Abyssal Prince of Pleasure for the Duration of the spell. You vanish from sight. Returning after the Duration of the spell ends, you are unaware of what you did during your time. So ridden are you with anxiety with what you might have done, that you suffer 3D10+3 mental Peril. Only time will tell what terrible deeds you committed.

FLIMFLAM

You hoodwink, cork-screw, swindle, bamboozle or confound one person with Magickal glamour, compelling them to do something they'd normally not do.
Distance: Any one person you can see
Reagents: A handful of wool (expended)
Duration: Instantaneous

Effect: After successfully casting this spell, you convince one person to immediately carry through with an action of your choosing. You must tell the person what you wish for them to do out loud. Although this action cannot be used to Damage themselves, it can be used to persuade someone to ignore you, give you the best bargain, look the other way, do something foolish or other critical commands that would benefit you. Once cast, the subject of this Magick carries out the action, but is unaware that they have been given instructions to do so and once done, forget what it was they were instructed to do. Unless proven otherwise, they will deny all knowledge of the action and believe themselves to be innocent of it. The action they are instructed to do must take two minutes or less to complete.

Critical Success: As above, but the action can be up to three minutes long.

Critical Failure: Today is not your lucky day. Your ignorance of the proper incantations has left you dumbfounded. You are left Helpless and can be convinced to do anything by the very same person you attempted to *Flimflam*, for up to three minutes.

FORTUNE FAVORS THE BOLD

Today, fortune is in their favor. But tomorrow? Who knows.

Distance: Any persons you can see

Reagents: A pair of silver dice, rolled on the ground

Duration: 6+[WB] in hours

Effect: After successfully casting this spell, select a number of allies equal to your [WB]. They automatically succeed at a single Skill Test of their choice. When they succeed, it is always considered a Critical Success.

Critical Success: As above, but they can automatically succeed at three Skill Tests instead.

Critical Failure: Fortune favors the bold and you are not bold. Nor are your comrades. The GM will make certain that the person will automatically fail any three Skill Tests for the Duration of the spell. When they fail, it is always considered a Critical Failure.

LUCK OF THE DRAW

Calling upon the god of fortune's favor, you bring providence to all.

Distance: Yourself

Reagents: Special (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, roll a 1D6 Chaos Die. Whatever the value is, place that many Fortune Points into the Fortune Pool. An equal number of gold crowns (gc), multiplied by three, disappear from your pockets. Every time you cast this Magick, roll 3D6 Chaos Die to determine whether you provoke Divine Punishment.

Critical Success: As above, but only one gold crown (gc) disappears for every Fortune Point.

Critical Failure: You were a fool to believe that you could bend the rules in your favor. Roll 3D6 Chaos Dice. Whatever the result is, you suffer Corruption equal to the result.

MY LUCKY DAY

Drop a coin in the well for wishes, but spin a shilling for luck.

Distance: Yourself

Reagents: One silver shilling, spun in place (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you can restore one Fortune Point to the Fortune Pool, but only if it has already been spent. Every time you cast this Magick, roll 1D6 Chaos Die to determine whether you provoke Divine Punishment.

Critical Success: As above, but may avoid rolling a 1D6 Chaos Die to determine whether you provoke Divine Punishment.

Critical Failure: You have made a critical error in your summoning to the god of fortune. You are punished with a setback. Remove one Fortune Point from the pool and convert it into a Misfortune Point for the GM. If there is one not available, you provoke Divine Punishment.

OPEN SESAME

A simple utterance of words is sometimes all you need to gain ingress.

Distance: Any one portal or lock you can see

Reagents: A sesame seed, ingested (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you unlock one portal or lock of your choosing. If it has been ensorcelled Magickally to be held fast, you dispel this Magick temporarily for one minute, and are able to trespass as you like.

Critical Success: As above, but the mechanism that was used to lock the door is broken. In addition, any Magick that may have been cast on it to hold it fast is dispelled.

Critical Failure: The invocation goes slightly haywire. Not only is the portal or lock permanently jammed, it is held fast with Magick. It cannot be opened by you ever again.

PUSSYFOOT AROUND

You are slippery like water and quick as a cat. You are hard to catch and even when you are, you manage to slip away.

Distance: Yourself

Reagents: One silver shilling, flipped over your shoulder (expended)

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, if you are caught while shadowing or hiding with a Stealth Test, you may re-roll to generate a better result, but must accept the outcome. When you succeed at this Skill Test, those who originally found you completely ignore you for the spell's Duration, forgetting that you were ever there.

Critical Success: As above, but triple the Duration.

Critical Failure: The price you paid to foolishly miscast this Magick wasn't enough. Your god demands tribute. You must sacrifice one gold coin or else suffer 6 Corruption in turn.

RICHES TO RAGS

Once they were princes, with all their worldly wealth. Now, they are paupers, ready to sing for their supper.

Distance: Any persons or objects you can see

Reagents: A silken purse, turned inside out.

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, select a number of allies or objects equal to your [WB]. The persons you see may hide any of their valuables, stored in a space outside of the Material Realm. The valuables they hide are up to them to decide. You can even make objects appear to be shabby or disguised as crumbs and trash; this is a helpful spell with which to hide contraband. Once the Duration of the spell ends, all valuables reappear.

Critical Success: As above, but triple the Duration.

Critical Failure: For a moment, all valuables you intended to hide disappear into the Æther. A moment later, they return. However, three of the objects that were hidden will never be seen again. The GM will make the determination which of the objects do not reappear.

PRAYERS OF THE STEWARD

SPELL	PRINCIPLE
Blazing Retribution	Greater
Blitzkrieg	Lesser
Commander's Vision	Lesser
His Great Blessing	Greater
Mask of Terror	Greater
Praise the Light	Lesser
Vengeful Wrath	Petty
Voice of the Legion	Petty
Warrior's Blessing	Petty

BLAZING RETRIBUTION

Blinding flames of retribution strike down at your foes, causing them to burn like human candles!

Distance: Yourself

Reagents: A religious condemnation, written upon paper (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in physical Peril. In addition, they must Resist with a Resolve Test or lose 1 AP on their next Turn.

Critical Success: As above, but your foes cannot Resist and are also set On Fire.

Critical Failure: Your words betray you; you are nothing more than a false avatar! Condemned by the gods, you immediately suffer 3D10+[WB] in physical Peril. In addition, you lose 1 AP on your next Turn and are set On Fire.

BLITZKRIEG

You are granted the gift of great speed and military prowess.

Distance: Yourself

Reagents: A charm that is shaped like a lightning bolt

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can immediately make an Opportunity Attack with a melee weapon. In addition, you can make a Called Shot with a melee weapon or Melee Attack for 0 APs for the Duration of the spell. However, you can only use one Attack Action on your Turn.

Critical Success: As above and you can make two Attack Actions on your Turn, spending 0 APs for each.

Critical Failure: You have made a grave mistake and angered your god. Your body is wracked by electricity, as you suffer 2D10+2 physical Peril.

COMMANDER'S VISION

You are granted a vision from the gods, as you peer over the battlefield, surveying all before you.

Distance: Yourself

Reagents: A gold-rimmed monocle, worn over your eye

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can survey any place you can think of from the sky, as if you were there yourself. This place must be within a number of miles no greater than your [WB], it must be a place you've visited before and it must be open to the sky (meaning you cannot view inside buildings or caverns). This provides total line of sight, so that you can cast Magick upon the battlefield as if you were above it. In addition, it grants a +20 Base Chance to any Warfare Tests you wish to make for the Duration of the spell. This Magick requires Concentration.

Critical Success: As above, but triple the Duration.

Critical Failure: The monocle shatters, temporarily blinding you. You automatically fail any Skill Tests based on vision for the next 48 hours.

HIS GREAT BLESSING

Your chanted prayer fills the hearts of your friends and allies, as they are emboldened by His blessing.

Distance: Any persons you can see

Reagents: A standard with an eagle upon it, held aloft

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, they gain +9 Damage Threshold. This Magick requires Concentration.

Critical Success: As above, but triple the Duration.

Critical Failure: The fabric of the standard is torn to shreds before your very eyes, as the eagle takes shape into a great

Abyssal monstrosity, before flying away. A number of allies who see this, equal to your [FB], are made a victim of Terror.

MASK OF TERROR

Donning the mask, you wear the face of your god. Your eyes glow with a great, golden light causing others to tremble before you.

Distance: Yourself

Reagents: A mask made from copper, worn upon your face

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, any foes who attempt to use Attack Actions or Perilous Stunts against you must first Resist with a Resolve Test or be made a victim of Terror.

Critical Success: As above, but your foes cannot Resist this Magick.

Critical Failure: As you place the mask upon yourself, you are temporarily blinded to the world. Within, you see galaxies born, stars die and the husks of dead gods floating in the vast emptiness of the Æthereal. You immediately suffer 9 Corruption.

PRAISE THE LIGHT

You chant words of praise to the Steward, rewarding His chosen people.

Distance: Any persons you can see

Reagents: Stand before your enemies, as your allies draw their weapons

Duration: Special

Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you (providing their Order Ranks exceeds their Chaos Ranks) may increase their Initiative by their Order Rank. This lasts until combat ends.

Critical Success: As above, but they are also immune to Intimidate, Stress and Fear.

Critical Failure: Once weapons are drawn and your chanting ends, you are not chosen to be the victors. Nay, but the losers! Everyone you had intended to affect with this Magick immediately reduces their Initiative by their Chaos Rank. This lasts until combat ends.

VENGEFUL WRATH

With but a touch, you imbue a weapon with vengeful wrath.

Distance: Any one weapon you can touch

Reagents: A whetstone used to sharpen a weapon (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, a weapon you touch is given the gift of wrath. A foe who is struck by this weapon ignores any modifier to their Damage Threshold when considering Damage. This Magick is then immediately expended afterwards.

Critical Success: As above and the person may add the Vicious Quality to their weapon until it is expended afterwards.

Critical Failure: Your invocation has angered the gods. In fact, on the next attack you suffer from a melee or ranged weapon you must ignore your armor's modifier to Damage Threshold. In addition, it is treated as if it had the Vicious Quality, until it is expended afterwards.

VOICE OF THE LEGION

Your voice booms with bravado and issues to any who you can envision – either nearby, lying in a ditch or upon a nearby battlefield where the fight rages on.

Distance: Yourself

Reagents: A trumpet wrought into the shape of an eagle, held to your lips

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, all allies you can see can hear your words clearly, as if you were standing beside them. In addition, it grants a +10 Base Chance to any Leadership Tests you wish to make for the Duration of the spell.

Critical Success: As above, but you triple the Duration.

Critical Failure: The horn does not call forth your god's blessing, but warns of the end times. Anyone who can hear the trumpet's blare suffers 1D10+1 mental Peril.

WARRIOR'S BLESSING

You bless a person with keen insight, evening the odds in their favor.

Distance: Any one person you can touch

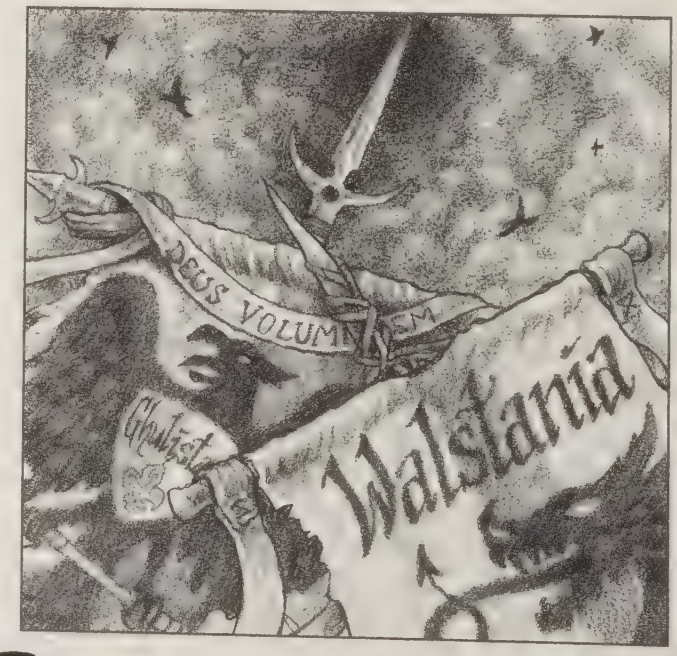
Reagents: A pebble with an eagle's eye etched onto it (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, the person you touch is immediately moved to the top of the Initiative Ladder and can take their Turn immediately. A Character can only gain the benefit of this Magick once per day.

Critical Success: As above, but you do not expend the reagent.

Critical Failure: Your Magick utterly fails, as the person you would have touched immediately moves to the bottom of the Initiative Ladder and loses their next Turn.



PRAYERS OF THE WINTER KING

SPELL	PRINCIPLE
Battle Rage	Lesser
Dictum of the Winter King	Greater
Frostbite	Petty
Ice Storm	Greater
Roar of Winter	Greater
The Wolfpack	Lesser
To Crush Your Enemies	Lesser
Winter's Bone	Petty
Wolvenheart	Petty

BATTLE RAGE

The spirit of the wolf inhabits your body, as you rage outwards with fury and anger!

Distance: Yourself

Reagents: Fresh blood, smeared on your face (expended)

Duration: 6+[WB] in minutes

Effect: After successfully casting this spell, you can make additional Attack Actions or Perilous Stunts on your Turn, despite the normal limitations presented in **Chapter 8: Combat**. However, you cannot retain your APs to Counterspell, Dodge or Parry.

Critical Success: As above, but you can Counterspell, Dodge and Parry as you wish.

Critical Failure: You are so possessed by a blinding rage that you cannot see straight. You are left Defenseless and cannot use Attack Actions on your Turn.

DICTUM OF THE WINTER KING

Your god despises cowardice, making you its champion in passing judgement upon the weak.

Distance: Any one person you can see

Reagents: A castle-forged axe, leveled at your enemy

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, providing they are considered to be dishonorable or have Chaos Ranks higher than their Order Ranks, the person suffers 1D10+[WB] in Damage now and at the beginning of their subsequent Turns for the Duration of the spell.

Critical Success: As above, but they also begin their Turns with 1 less AP for the Duration of the spell.

Critical Failure: Your dictum goes unnoticed by the Winter King. You have brought great shame upon yourself and must pay the price. You suffer 9 Corruption!

FROSTBITE

You give prayer to the gods to freeze the limbs of your enemy, rendering them weak.

Distance: Any one person you can see

Reagents: A drop of frozen blood (expended)

Duration: 3+[WB] in minutes

Effect: After successfully casting this spell, your foe immediately drops one step down the Peril Condition Track negatively. In addition, they cannot Counterspell, Dodge or Parry for the spell's Duration.

Critical Success: As above, but your foe immediately drops two steps down the Peril Condition Track negatively.

Critical Failure: Your bones creak and rattle from a bitter cold wind. You drop two steps down the Peril Condition Track negatively and cannot Counterspell, Dodge or Parry for the Duration of the spell.

ICE STORM

A hail of rock hard ice pounds the area, accompanied by a freezing chill.

Distance: Any one place you can see

Reagents: An icicle, thrown into the air (expended)

Duration: Instantaneous

Effect: After successfully casting this spell, you conjure forth a terrible storm of ice which rains down on an area you target. All those who are caught within the Explosion Template suffers 2D10+[WB] in physical Peril and 1D10+[WB] in Damage. In addition, they must Resist with a successful Coordination Test or begin their next three Turns with one less AP.

Critical Success: As above, but the foe cannot Resist this Magick.

Critical Failure: You have once again brought shame for your actions. While your prayers are heeded, the storm of ice instead rains down on you. Center the Explosion Template upon yourself and those caught in it suffer the consequences as per the Effect. Those so affected cannot Resist this Magick.

ROAR OF WINTER

You speak aloud your unswerving loyalty to the Winter King, bequeathing all with a gift of unmitigated fury.

Distance: Any persons you can see

Reagents: The tail of a wolf, incinerated (expended)

Duration: 9+[WB] in minutes

Effect: After successfully casting this spell, select a number of allies equal to your [FB]. All allies may spend 1 AP to make two Attack Actions or two Perilous Stunts on their Turn, despite the normal limitations presented in **Chapter 8: Combat**.

Critical Success: As above, but those so affected gain 2 APs instead.

Critical Failure: You have trespassed upon the threshold of your god and must pay the price. The Winter King demands that you sacrifice a part of yourself, as you suffer a Grievous Injury, Serious Injury and Moderate Injury.

THE WOLFPACK

You call forth a prayer, rewarding both you and your 'pack' of friends.

Distance: Any persons you can see
Reagents: A horn made from wolf bone, blown
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you can invoke Fear.
Critical Success: As above, but your allies can invoke Terror instead.
Critical Failure: Lo, for the pack is vicious. You are not the alpha of your kin, another is. You cow before them, showing your belly. You suffer from Terror in the face of your friend, knocked Prone for the spell's Duration.

TO CRUSH YOUR ENEMIES

Utterance of such a prayer is assured see them driven before you.

Distance: Yourself
Reagents: A paw of a wolf, worn around your neck
Duration: 6+[WB] in minutes
Effect: After successfully casting this spell, whenever you fail an Attack Action or Perilous Stunt, you may re-roll to generate a better result, but must accept the outcome. Whenever you strike successfully, add a 1D6 Fury Die to the Total Damage.
Critical Success: As above, but if you don't like the outcome, re-roll one final time and accept the outcome.
Critical Failure: Your prayers go unanswered. Your ignorance of the proper form has angered the Winter King. Filled with anguish, whenever you succeed at an Attack Action or Perilous Stunt, you must re-roll to generate a worse result and must accept the outcome.

WINTER'S BONE

You radiate an air of ill, Ætheric coldness and any foes who attempt to bring harm to you suffer the consequences.

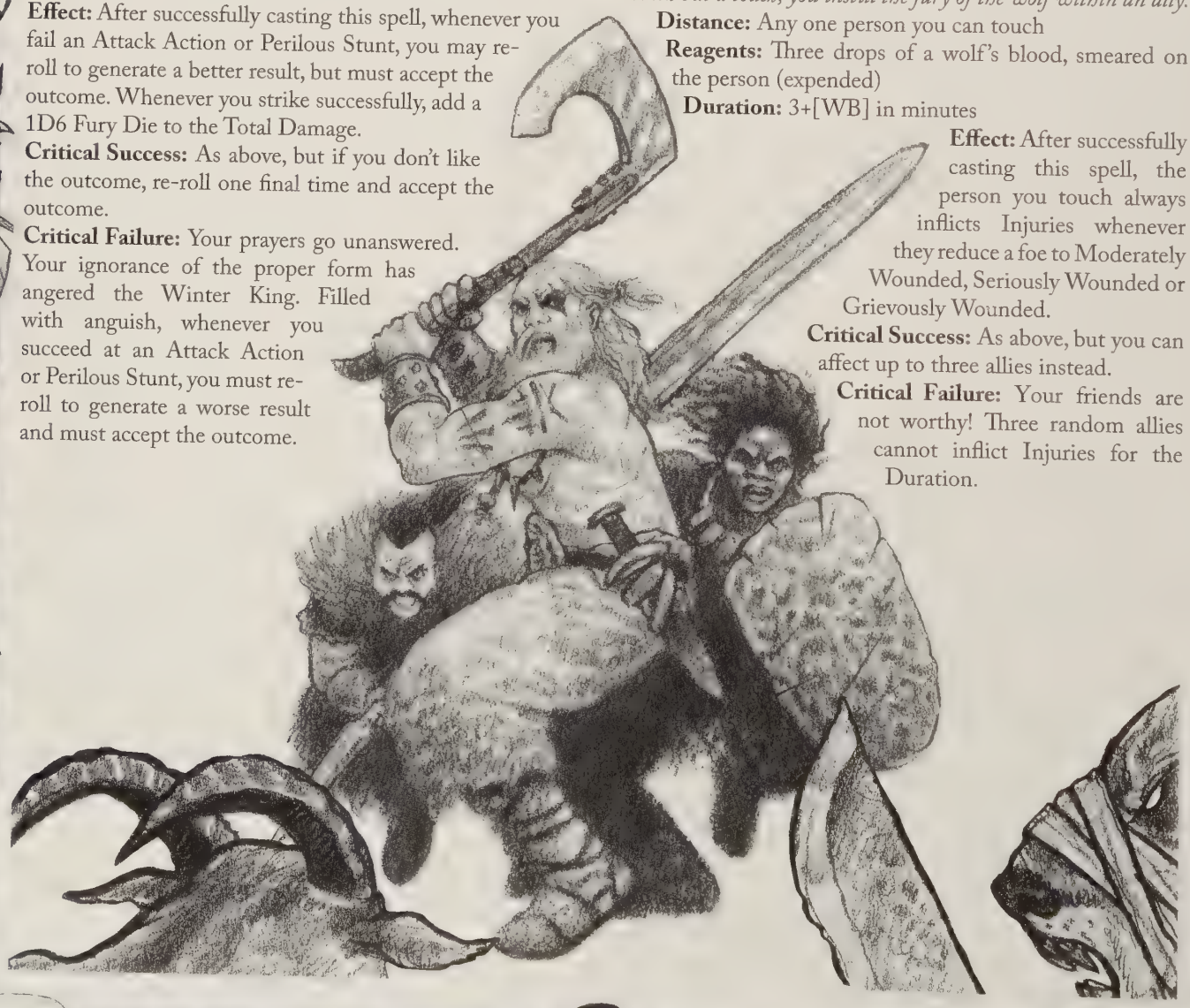
Distance: Yourself
Reagents: A wolf hide, worn on your shoulders

Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, any foes who are engaged with you suffer a -10 Base Chance to all Skill Tests. This affects foes as they attempt to strike you and persists for the Duration of the spell – even if they elect to attack others.
Critical Success: As above, but triple the Duration.
Critical Failure: You are instantly possessed by a dank chill that radiates from your body. Although your enemies do not suffer, your hands are rigid and cold. You suffer a -10 Base Chance to all Attack Actions and Perilous Stunts you make, until the Duration of the spell expires.

WOLVENHEART

With but a touch, you instill the fury of the wolf within an ally.

Distance: Any one person you can touch
Reagents: Three drops of a wolf's blood, smeared on the person (expended)
Duration: 3+[WB] in minutes
Effect: After successfully casting this spell, the person you touch always inflicts Injuries whenever they reduce a foe to Moderately Wounded, Seriously Wounded or Grievously Wounded.
Critical Success: As above, but you can affect up to three allies instead.
Critical Failure: Your friends are not worthy! Three random allies cannot inflict Injuries for the Duration.



WYTCHSTONE

Said to have fallen from the Vault of Night during a chaotic cataclysm, these strange embers of green glass are all that remains of a dead star that once passed over the Material Realm. Following the cataclysm, shards of the dead star plunged to the earth. Vast, meteoric craters demarcated the largest of these rock caches, bringing with it strange, transmutative phenomena. The land around where Wytchstones lay half-buried are unnaturally changed, surrounded by contaminated flora and fauna, including mutated creatures, large and small. These cavities are shrouded in strange emanations of thick, iridescent mist. This mist is nigh impenetrable, a miasma that inflicts sickness and pain on those who dare enter it. Only the brave, or already damned, would dare penetrate the green-colored mist to recover Wytchstone. Princely sums have been offered for the smallest of shards, hundreds of coins passing hands between those who seek to use it for arcane purposes and the worthy adventurers who'd dare press beyond the sanguine mist to recover them.

'MAGICK' ITEMS IN ZWEIHÄNDER

Unlike other tabletop role-playing games, weaponsmiths don't churn out Magickally-blessed swords to sell to every would-be adventurer, nor do Hermetics mass produce potions to be quaffed at a moment's notice.

Artifacts and Relics are exceedingly rare in a grim & perilous world. In fact, every one of them is unique, possessing its own history and tale of power. Merely possessing but one during a lifetime should be considered a blessing, one that is not readily given or earned.

A mysterious stone that has said to have fallen from the sky, Wytchstone holds otherworldly, Æthereal properties that both arcanists and priests seek to harness. Possessing vast alchemical powers, it is undoubtedly the mysterious element which Hermetics harvest to transmute metals and produce the famed philosopher's stone. Creatures, such as the Skrzzak, inject ampules of it inside their bodies to fuel their psychoactive fever-dreams. Other would-be clerics and wizards seek out its power to fuel damning Rituals, emulating Magick in a bastardized way. Even the ordinary folk of the world seek to use its powers. Tales are told of farmers burying Wytchstone shards into the ground to produce bountiful harvests, while aristocrats give their wives talismans made from it to produce stronger children.

Yet there is no doubt that these incredibly rare caches are pure chaos made real and those who acquire Wytchstone learn to fear it more so than they harness it. For every wives' tale of a pregnancy gone well while she wears a Wytchstone charm, there are others which speak of twisted, mutated child-beasts birthing themselves prematurely from their mother's belly. For every bounteous harvest, there are stories that speak of crops coming to life, enveloping the farmer and his family while poisoning the animals which graze upon the transmuted plants. Tales of healing with Wytchstone are also met with terrifying accounts of death brought upon by ingestion of potions made from it. Yet, greed is ever the downfall of all men and even the slightest hint of coin and power is enough to drive poor souls into acquiring this corruptive mineral… and vain men to acquire it by any means necessary.

Wytchstone shards are fortunately rarely found, but they have highly corruptive Effects. Merely carrying more than one shard about yourself is enough to bring about your complete degeneration into the spawn of chaos. Possession of Wytchstone is evidence enough for witch hunters to have its possessor condemned to a dank cell for the remainder of their mortal life. Carrying Wytchstone produce 'unseeming' results, such as a green mist spurting forth from ones' breath, cause nightmares for those who sleep nearby or scintillating oddities in the air around the stone.

Raw shards of Wytchstone that has not already been tempered into its myriad of forms (mentioned later in this excerpt) requires its carrier to succeed at a Toughness Test every day or else suffer 1 Corruption. The more shards carried, the harder the Difficulty Rating. Disorders sprouting from Wytchstone's corruptive properties always result in a Taint of Chaos Mutation. Carrying Wytchstone in a lead-lined receptacle grants immunity to this oddity.

If one is bold enough to hold onto a shard of Wytchstone, it can be used in the creation of many different applications.

WYTCHSTONE ESSENCE

Wytchstone can be prepared into powder, which can be inhaled. After inhaling, you can Critically Succeed at any one Incantation Test over the next 24 hours in exchange for suffering 9 Corruption. Up to three powders can be prepared at a time. The more powders you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

- **One powder:** (Routine +10%) Alchemy Test
- **Two powders:** (Standard +/-0%) Alchemy Test
- **Three powders:** (Challenging -10%) Alchemy Test

To have a chance at preparing Wytchfyre, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a shot of Gunpowder (both of

which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of powders you intended to make. A Critical Success prepares one additional powder. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

PANACEA

Once prepared, a Panacea is a cure-all that can be administered to a patient. Once administered, it cures every Disease the patient is suffering from. Only one cure-all can be prepared at a time:

One cure-all: (Arduous -30%) Alchemy Test

To have a chance at preparing Panacea, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare one cure-all. A Critical Success prepares one cure-all and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

WYTCHFYRE

Wytchstone can be prepared into pyreshot, which can be loaded into any weapon possessing the Gunpowder Quality. Whenever used in place of standard gunpowder & shot, it gives the weapon the Immolate Quality upon impact. Up to three pyreshot can be prepared at a time. The more pyreshot you wish to prepare at once, the worse the Difficulty Rating of the Alchemy Test gets:

One pyreshot: (Routine +10%) Alchemy Test

Two pyreshot: (Standard +/-0%) Alchemy Test

Three pyreshot: (Challenging -10%) Alchemy Test

To have a chance at preparing Wytchfyre, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone, a shot of Gunpowder (both of which are expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare the number of pyreshot you intended to make. A Critical Success prepares one additional pyreshot. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

ELIXIRS

These strangely enigmatic potions, called Elixirs, are generally found stored in an iron flask, in a hand-held clay pot or even poured into tiny ampules to be swallowed or injected into the bloodstream. Fueled by Wytchstone Essence, the Effects of an Elixir you're creating isn't understood until well after you would have concocted it. However, the rarity of Wytchstone means that there are few Elixirs in circulation – fortunately, perhaps for the foolhardy adventurer happy to consume everything before them!

Using the Alchemy Skill, you can create a concoction of small Magickal Effects to be imparted to the imbiber. They are wildly unstable, as the Effects they give go away after a short period of time passes. Some have instantaneous results.

PREPARING ELIXIRS

Elixir can be prepared into a potion; able to be imbibed by anyone. Only one potion can be prepared at a time:

- **One potion:** (Challenging -10%) Alchemy Test

To have a chance at preparing an Elixir, a preparer must have a Skill Rank in Alchemy, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Alchemy Test, you prepare one potion. A Critical Success prepares one potion and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

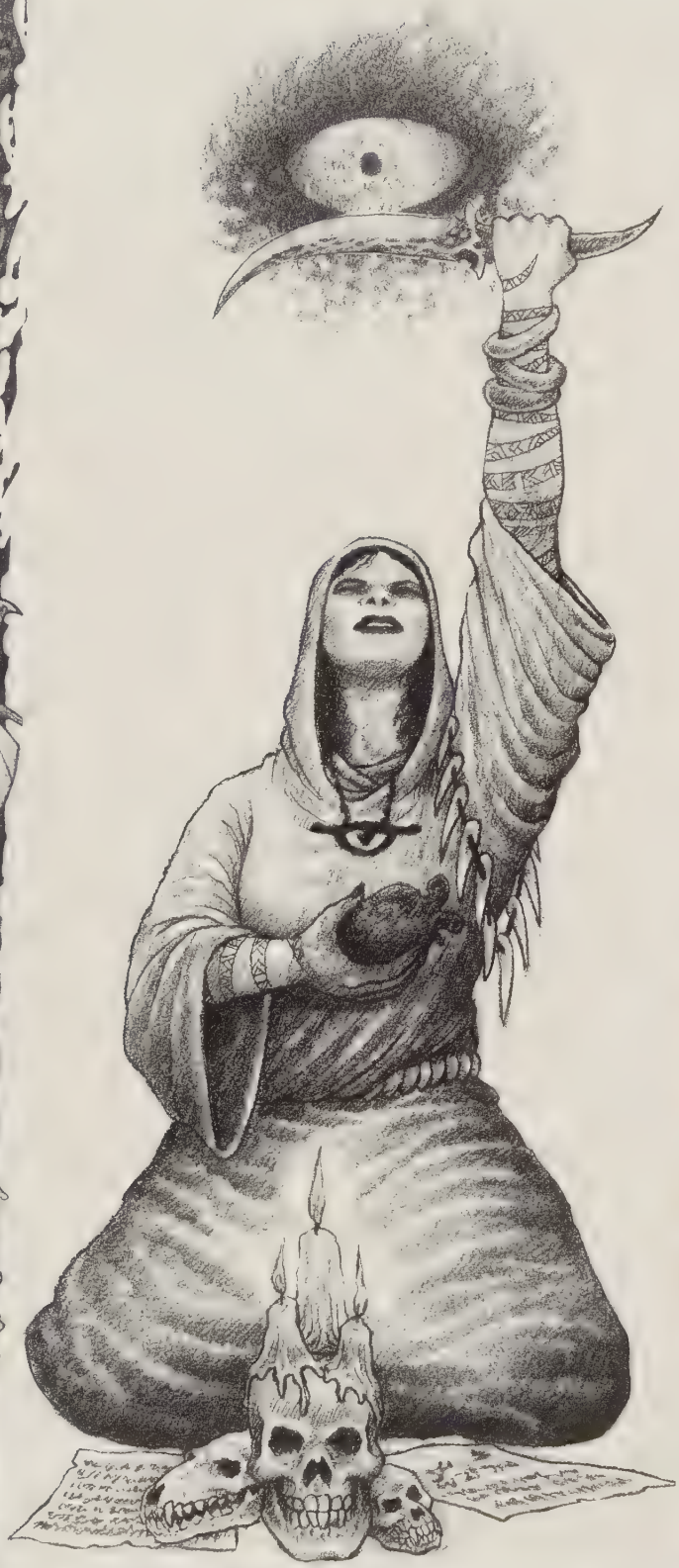
Roll D100 to determine what Elixir you concocted. Upon completing the Elixir, it is immediately obvious what type of Elixir you have created.

EFFECTS & SHELF LIFE: Successfully-prepared Elixirs have a shelf life of a number of weeks equal to your [IB]. By imbibing the Elixir, its Effect immediately takes hold. However, given its corruptive properties, the imbiber also immediately suffers 3 Corruption.

CURSED ELIXIR: Whenever an Elixir's shelf life expires, it becomes a Cursed Elixir. The Effects are still the same, but the Character rolls a 1D6 Chaos Die when imbibed. If it lands on face '6', they also suffer a negative Effect. It may polymorph the Character into something innocuous – perhaps a slug, toad or jackdaw. It may turn their skin phosphorescent green or cause them an irradiating malignancy. The Effects are up to you to decide, but Effects last for 24 hours.

IDENTIFYING UNKNOWN ELIXIRS: Elixirs found in the wild are likely not labeled and imbibing them without understanding their Effects could prove fatal. A Character with at least one Skill Rank in Alchemy can attempt to identify what type of Elixir it is with a simple sniff and sip. You will make a Secret Test, using your Alchemy Skill, to see if it can be identified.

D100	ELIXIR	EFFECT
1 to 4	Elixir of All-sight	You can see Æthereal creatures and those who are hidden with Stealth for 24 hours.
5 to 8	Elixir of Amnesty	You automatically add +6 to your Damage Threshold for 24 hours.
9 to 12	Elixir of Banality	You automatically Critically Fail Rumor Tests for 24 hours.
13 to 16	Elixir of Being	You are automatically resurrected from the dead without spending a Fate Point.
17 to 20	Elixir of Benefice	You automatically move three steps up the Damage Condition Track positively.
21 to 24	Elixir of Camouflage	You automatically Critically Succeed at Stealth Tests for 24 hours.
25 to 28	Elixir of Chaos	You automatically turn into a Grendel for 24 hours.
29 to 32	Elixir of Comeliness	You automatically Critically Succeed at Charm Tests for 24 hours.
33 to 36	Elixir of Cunning	You automatically Critically Succeed at Scrutinize Tests for 24 hours.
37 to 40	Elixir of Fluttering	You can use Movement Actions to fly at a rate of [AB]+9 in yards for 24 hours.
41 to 44	Elixir of Gambol	You cannot help, but want to dance for 24 hours.
45 to 48	Elixir of Growing	You are automatically turned into the size of a giant for 24 hours.
49 to 52	Elixir of Incognito	You automatically Critically Succeed at Disguise Tests for 24 hours.
53 to 56	Elixir of Milquetoast	You automatically Critically Fail Charm Tests for 24 hours.
57 to 60	Elixir of Moxie	You automatically Critically Succeed at Resolve Tests for 24 hours.
61 to 64	Elixir of Ooze	You automatically turn into sludge and are able to see, hear but not speak, for 24 hours.
65 to 68	Elixir of Pathos	You automatically Critically Succeed at Guile Tests for 24 hours.
69 to 72	Elixir of Potency	You can lift, pull or haul anything nine times your weight above your head for 24 hours.
73 to 76	Elixir of Pyromania	You cannot help but want to set fires for 24 hours.
77 to 80	Elixir of Respiration	You cannot Suffocate for 24 hours.
81 to 84	Elixir of Shrinking	You are automatically turned into the size of a mouse for 24 hours.
85 to 88	Elixir of Strife	You automatically Critically Fail Leadership Tests for 24 hours.
89 to 92	Elixir of Torpor	You automatically Critically Fail Athletics tests for 24 hours.
93 to 96	Elixir of Truthsaying	You cannot help but speak the truth for 24 hours.
97 to 100	Elixir of Unbeing	You are automatically Slain!, unless you expend 1 Fate Point.



RITUALS

Outside of the prescribed and well-practiced rote of arcana and prayers, there is another sort of Magick. Called Rituals, they use Wytchstone to sublimate raw Magick into an entirely different principle and represent some of the most powerful Magick available in a grim & perilous world. Unlike arcane Magick, they are not the subject of great study and their esoteric authorship is prized by practitioners of Magick for the knowledge they might contain, as well as those either unwise or too foolish to realize the risks of conducting rituals without a good education in the use of Magick.

Unlike normal Magick, some Rituals can be used by **anyone**, providing they gather the necessary reagents, fulfill the proper conditions, have a Ritual inscribed on a sacred scroll and possess the wherewithal to walk down that path. Conducting Rituals in this way is highly dangerous however, as these fledgling conjurors have no protection against the Abyssal Prince's ruinous corruption. However, unlike learning to cast arcana or make prayers, Rituals offer incredibly powerful results – and do so immediately. They are the mightiest of all Magicks, requiring forethought and careful planning to use. Oftentimes, Wytchstone and the other incredibly rare reagents needed to use such devilish Magicks, requires a hefty price. And, even with the forethought and careful planning, Rituals still carry considerable risk to oneself and others.

CONDUCTING A RITUAL

Whenever a Ritual is conducted, follow the standard rules for casting Magick. This includes the risk of Chaos Manifestations and Divine Punishment when Channeling Power, unless indicated otherwise by the Ritual's entry. Each Ritual has its own Difficulty Rating, however.

RITUAL NAME
Awaken The Dead
Bind Abyssal Familiar
Blessed Sacrament
Call Demonic Servant
Inscribe Magick Rune
Magick Circle
Summon Ætheric Spirit

RITUAL FORMAT

Every Ritual in **ZWEIHÄNDER** is represented using the following format:

CASTING TIME: All Rituals have a prescribed amount of time required to conduct them. This will usually be expressed in hours. Further conditions for the time needed to conduct a Ritual may apply.

REAGENTS: Reagents are material ingredients normally required to conduct a Ritual. Reagents are usually not expended after conducting the Ritual, unless indicated otherwise in brackets, as in (expended). When reagents are expended, they are destroyed regardless of whether you were successful in conducting the Ritual or not.

CONDITION: Before the Ritual is conducted, there are various Conditions which must be met. These Conditions are mostly immutable, unless the GM approves of a substitution of certain conditions or alternative situations where they're not required.

CHANNEL POWER: Every Ritual provokes a different level of Chaos Manifestations. For instance, if you Channel Power and generate a Chaos Manifestation using a Ritual called *Awaken the Dead*, you will treat it as if it were Lesser Magick for purposes of referring to Chaos Manifestations or Divine Punishment. You can only Channel Power if you have the Trait of Arcane or Divine Magick.

DIFFICULTY RATING: Much like Magick, Rituals have a default Difficulty Rating to cast using Incantation. Unlike Magick, however, there aren't any consequences for Critically Succeeding (or Critically Failing) your Incantation Test. The GM may adjust these Difficulty Ratings taking into consideration the same circumstances as detailed for casting Magick.

CONSEQUENCES: Some Rituals require a part of your soul, corrupting you from within. Others may tear away at others around you. Sometimes the Consequences come as a part of successfully conducting the Ritual and other time consequences come about regardless of whether you are successful or not. The results are covered in each Ritual's listing.

RITUAL EFFECTS: A Ritual's Effects vary widely, with each having a series of results. Sometimes, the Effects are followed by additional circumstances which may inherently change the outcome of the Ritual.

AWAKEN THE DEAD

The only greater blasphemy than the summation of the Abyss is perhaps the reincarnation of the restless dead. The unliving are ripped from the Well of Souls, unceremoniously tossed back into decrepit bodies and ordered to serve at a moment's notice. The ritual involves first obtaining the corpses that you wish to revive or possibly multiple pieces of several corpses if full ones cannot be found. The corpses are placed in a circle of salt, with six black candles surrounding them. The candles are snuffed by purple Winds, as screaming spirits tear through the Æthereal Veil, swirling around in pain and torment before being thrust back into their old bodies in the Material Realm. These awakened dead become mindless thralls, at the beck and call of whoever brought them back to unlife. There is a common conjecture that only Necromancers who study the Magick of the undead can summon these wretches. However, this is not true. As long as a conjuror wields a Wytchstone scepter, even the most inexperienced of farmhands could soon have their steads overrun with the mindless, walking dead.

Casting Time: One hour
Reagents: A shard of Wytchstone affixed into a staff or rod, epsom salt (expended) and nine candles (expended).
Condition: The corpses you wish to awaken must be placed inside a circle of epsom salt with burning candles
Channel Power: As Lesser Magick
Difficulty Rating: Special
Consequences: You suffer 9 Corruption every time you conduct this Ritual.
Ritual Effects: After successfully casting this Ritual, you can give unlife to a number of Mindless Undead, equal to your [WB]. You can only command a number of Mindless Undead equal your [WB] at once, but may replace those which have been Slain! through continued casting of this Ritual. The type of Mindless Undead is determined by how many Skill Ranks you possess in Incantation:

1 SKILL RANK: (Routine +10%)

You give unlife to corpses, turning them into creatures called *Crypt Skeletons* or *Reanimated Corpses*. These supernaturally-arisen beings can be controlled by you, understanding simple yet distinct orders (such as follow, till, dig, break, kill, die). They must remain within sight of you or else they collapse into a heap of useless bones and decrepit skin, Slain!.

2 SKILL RANKS: (Standard +/-0%)

You give unlife to corpses, turning them into creatures called *Draugr*. You you do not have to remain within sight of *Draugr* in order to control them. They can obey more complex commands (yowl when you see others, kill anyone who trespasses, guard the burial chamber). However, *Draugr* cannot leave the confines of the tombs they were originally interred within, otherwise they turn into a fine dust, Slain!.

3 SKILL RANKS: (Challenging -10%)

You give unlife to corpses, turning them into creatures called *Tenebrae*. You do not have to remain within sight of *Tenebrae* to control them. They can obey extremely complex commands, possessing a predatory intelligence, but always serve to your best interests. *Tenebrae* can only operate at night; when exposed to daylight, they turn into ash upon the wind, Slain!.

BIND ABYSSAL FAMILIAR

Countless terrible spirits dwell within the pit of the Abyss, but not all of them are powerful enough to ascend into demonhood. Many are trickster-wretches, chaotic beings who long to be released into the Material Realm. The vainest of magisters will harness these spirits, binding one permanently into their service to be a servant and a Magickal conduit. The rite to summon one of these impish familiars involves filling a bronze censer with incense and Wytchstone Essence. Once alight, the acrid smoke drifts up and congeals in an inky blackness and with a blinding flash the familiar appears – devoted to the caster as much as an insane spirit can be. These familiars take on simple forms to disguise themselves from mortals, often in the shape of an innocuous and harmless small mammal – insufferably cute to belie its nature (perhaps a beloved household pet such as a kitten, piglet, puppy or even a small child). However, the familiar's craven nature oftentimes puts itself at odds with your goals, tempting you towards damnation. Strangely, the familiar never ages – remaining small and never maturing in size. They must feed, however, to maintain their form and physical presence in this reality. They often leave the confines of their master's domicile at night, teleporting away to suck the blood of newborns and steal the livers of old drunkards. If worst comes to worst, their master can also provide them with sustenance through the taste of their own blood – an unusual, but frequently fulfilled demand. The familiar has many tricks up its sleeve to aid its master and the risks associated with binding them to your service are well worth the exchange in power gained.

Casting Time: One hour
Reagents: One powder of Wytchstone Essence pulverized (expended) into a bronze censer. You must also handcraft an effigy made from mud, clay, dung and the innards of a small Humanoid creature (expended).
Condition: You must know the True Name of a Butler Demon, which is spoken aloud.
Channel Power: As Lesser Magick
Difficulty Rating: (Challenging -10%) Incantation Test
Consequences: You can only call one familiar into your service at a time, but you gain 1 permanent Chaos Rank upon conducting this Ritual. This Rank can never be erased from your Character sheet.
Ritual Effects: After successfully casting this Ritual, you gain the loyal service of a liaison to the Abyss called an Imp. You share an empathic link to the Imp, up to one mile away. In addition, you can use the Imp as an Æthereal conduit, using it as an extension of yourself for sight, hearing and touch when it comes to casting Magick (providing it remains within your line of vision). Fortunately, the Imp can see perfectly in the dark – much to your advantage. The Imp always miraculously avoids harm by others, turning Æthereal at will. It possesses extremely high intelligence and you can commune with it at any time. Finally, you can project your voice through the Imp.

Once per day, you can call upon an Imp's true infernal power. The powers they grant are always at random and sometimes not to your benefit. The GM will refer to these powers (called *Impish Delights*) under the entry for a Butler Demon. Invoking their powers requires you to be standing within 3 yards of the Imp.

Whenever your Order Ranks exceed your Chaos Ranks, the Imp may disobey your commands, rebelling against actions at odds with their chaotic nature. When giving it commands under these circumstances, you will make a Secret Test using your Bargain Skill. The Difficulty Rating will be determined by the GM, but will be based upon the current status of the relationship between you and the Imp. If you succeed, the Imp will kowtow to your request. If you Critically Succeed, the Imp will do precisely as you ask and owe you a favor (which you can cash in the next time this same Secret Test is required). If you fail, the Imp will simply refuse and chide you for being a "little goody two-shoes". If you Critically Fail, the Imp will not agree to any demand again – until you feed it your own blood or the blood of a freshly-slain Large Animal. If you choose to make this sacrifice yourself, drop one step down the Damage Condition Track negatively. You do not suffer an Injury for this. If you feed a Large Animal to the Imp, you suffer 3 Corruption.

BLESSED SACRAMENT

Considered to be the most common of convocations among the priesthood, the *Blessed Sacrament* is practiced among most faiths. From the paltriest of preachers to the largest of legates, the sacrament is an observance of the favor a god bestows upon their faithful. Each of these services enumerates the grace of their deity, a visible sign of worship that shows the earthly and spiritual pledge each has given. Yet, even the vilest of denominations – and '**demon**inations' – practice *Blessed Sacraments* to honor themselves before a god.

Casting Time: One hour
Reagents: An object or person intended to be blessed that you can touch, a holy book or other religious work read aloud and no less than three observers who give worship to the god you invoke.
Condition: Holy water must be placed in a Consecrated receptacle. The person you intend to Dedicate must be a

willing subject. You must also possess the Special Trait of Divine Magick.
Channel Power: As Petty Magick
Difficulty Rating: (Routine +10%)
Consequences: Special; see below
Ritual Effects: After successfully casting this Ritual, you can use *Blessed Sacrament* for one of three unique purposes:

CONSECRATION: You solemnly consecrate an altar, chalice, plate, relic or a symbol to a god you serve. Symbols which have been Consecrated are permanently dedicated to your god, now considered to be a **true** holy symbol. While holding a Consecrated object, you can ignore up to 1 Corruption whenever you Channel Power. You can only take advantage of one Consecrated object at a time.

CREATE HOLY WATER: You bestow a god's favor upon one vial of water or wine, turning it into holy water. Holy water is useful as a reagent for Magicks, Rituals, administered to diseased patients and as a weapon against Supernatural creatures. Holy water must be kept in a sacred vial, made from clay or glass, as it is forbidden to use a metal container to hold holy water in, lest it spoils and loses its divine blessings.

DEDICATION: You conduct this rite at the threshold of a door, over the cornerstone of a building or upon the forehead of a person. If you bless the threshold of a door or a cornerstone of a building, it remains Dedicated for a number of weeks equal to your [WB]. Dedicated thresholds and cornerstones prevent Abyssal creatures from trespassing within, requiring an invitation by its chief inhabitant or the caster of the Ritual. Dedication of a person allows them to re-roll a failed Skill Test (as if they had expended a Fortune Point) whenever they may fall under the charm or control of an Abyssal creature. *Dedication* of a person lasts a number of days equal to your [WB].

CALL DEMONIC SERVANT

'Do not call up what you can not put down'; this is the unofficial mantra of demonologists, a warning to not deal with powers outside of your own capabilities. Truly no Magick can be controlled, but there are understandable limits. Some wish to break this limit, cavorting with beings of pure chaos and Magick to enforce their will – these are the foul demons of the Abyss. Uncaring, capricious and powerful, demons languish in the endless pit, unable to take physical form in the Material Realm, until some foolhardy demonologist takes it upon themselves to draw upon powers they do not yet understand the magnitude of. The ritual is long and bloody, varied slightly by the demon being called: for example, summoning a demon who serves the Abyssal Prince of Violence requires a bloody sacrifice, while one who bows to the Abyssal Prince of Decay requires the consummation of filth. The demonic servant arises from a triangle of containment, taking upon a frightening form that appears different to everyone witnessing its summoning. Once fully manifested, the demon makes a contract with its invoker for its service. These contracts are rife with loopholes and clauses, almost always ending with the demon being the one actually controlling the deal.

Casting Time: One day
Reagents: A bronze censer filled with incense, a ritual dirk sprinkled with one powder of Wytchstone Essence (the powder is expended), a triangle of containment drawn upon the ground, an ink pot (expended) and the Call Name or True Name of a demon you wish to call written on a sacred scroll (expended).
Condition: When casting, you must sacrifice a Man-Eater to call a Lower Demon or a Humanoid of your own Ancestry to call a Higher Demon. You must also have cast a Magick Circle beforehand and remain inside it throughout the Ritual. Should you leave the Magick Circle while bargaining with the demon, it breaks the Ritual and the demon is unleashed into the Material Realm for one day.
Channel Power: As Greater Magick
Difficulty Rating: (Hard -20%) for a Lower Demon, (Arduous -30%) for a Higher Demon
Consequences: A demon will remain contained in the triangle for one hour, but you gain 1 permanent Chaos Rank upon conducting this Ritual. This Rank can never be erased from your Character sheet.
Ritual Effects: After successfully casting this Ritual, you call an audience with a Lower or Higher Demon, depending on the True Name you called out. The demon takes the shape of something of your worst nightmares: perhaps a ruby-skinned minotaur enshrouded with smoke, a dark-haired child with burning yellow eyes, a goat with the face of a man, a terrible chimaera with multiple heads, a being constructed of pure gore or even your grandmother with hooked hands and a head crowned with fingers. Whilst inside a triangle of containment, the demon cannot cause anyone physical harm in the Material Realm, however it may attempt to compel, confuse or even lie to you.

FAUSTIAN BARGAIN: Once the demon is summoned, it will remain bound inside the triangle of containment for precisely one hour until disappearing back to the Abyss. During this time, you can attempt to bargain for its service, ordering it to carry out one maleficent and potentially diabolical command. The types of services vary, but here are a few example requests that may be made to a demon by its classification:

LOWER DEMON

- Taint a water source, such as a mill pond or lake
- Bring about a plague to a village
- Force an unwilling victim into marriage with another
- Cause an unwilling victim to be filled with lust for another
- Produce a bountiful harvest for one farm
- Bestow a Disease upon a person you can name
- Blight a single harvest from a village
- Cause a jury to find someone guilty or innocent, despite the truth
- Allow someone who is currently interred in a dungeon to find freedom
- Tell you the True Name of another Lower Demon
- Turn brass pennies (bp) into false silver shilling (ss) for thirteen days
- Teach the summoner how to use any one Petty or Lesser Magick spell
- Fight for the summoner one time for 1D10+1 minutes at any point its True Name is invoked

HIGHER DEMON

- Seek an audience for the summoner with a powerful personality or otherwise unreachable powerful individual
- Destroy a single building, whether it's a wayshrine, townhouse, church, manse or castle
- Create discord between two trusted officials
- Bestow a Disorder upon a person you can name
- Render a person who you name impotent or infertile
- Tell you the True Name of another Lower or Higher Demon
- Strip an individual of all their monies
- Grant wealth equal to nine years' wage
- Grant control over a host of creatures which are Beasts or Mutants
- Immediately assassinate a person who you can name
- Turn brass pennies (bp) or silver shillings (ss) into false gold coins (gc) for thirteen days
- Teach the summoner how to use any one Greater Magick spell
- Fight for the summoner one time for 1D10+1 minutes at any point its True Name is invoked

After you make your request, you suffer 3D10+3 mental Peril from Ætheric backlash. Then, the GM will have you make a Secret Test using your Bargain Skill. The Difficulty Rating will be determined by the GM who will take into consideration the service and its nature that you wish to have carried out by the demon. If you succeed, the demon will carry through with the service, immediately disappearing afterwards. If you Critically Succeed, the demon will carry through with the service, disappear and leave you with one shard of Wytchstone in the triangle of containment. If you fail, the demon will twist your words against you, carry out the request in a way that pleases them only and immediately disappears afterwards. If you Critically Fail, the ritual dirk is destroyed and the demon will attempt to force you out of the Magick Circle. You must Resist with a successful Resolve Test or be made a victim of Terror, forced to flee until you find relative safety or an hour passes.

Note that a caster can attempt to *Call Demonic Servant* with a false True Name or even its Call Name. If this is the case, you must flip the result to fail when attempting the Faustian Bargain, which the GM will only reveal at the most inopportune moment. In addition, mispronouncing the True Name may have other drawbacks.

INSCRIBE MAGICK RUNE

Language is one of the few things that separate man from beast, a consistent way of communicating through writing and words that flows across culture. Writing has not always been the same, it has changed and grown over time. But many scholars have found evidence of a proto-language, one that existed before mankind stalked the earth – a language thought to be the very utterances of the gods or perhaps even demons. These Runes are carved upon ancient stone monoliths and in the deepest of caves, emanating eldritch power. Dwarven blacksmiths have seen the power in these inscriptions and have struck them into the designs of armor, weapons and shields. In the process, it has been discovered is that Runes are a bane to the monstrous, perhaps serving as a reminder of times when they were bound by divine providence.

Striking Runes is a fairly simple and short process, but usually not permanent. Only the oral histories of the Dwarves tell of smiths who can emblazon their maker's mark permanently, girding their wielders against the chaotic horrors of the world.

Casting Time: Special
Reagents: Permanent runes require one powder of Wytchstone Essence for Apprentice Runes, two for Journeyman Runes or three for Master Runes (all are expended). Temporary runes forgo the need for Wytchstone Essence. You must also have a suit of armor, shield or weapon (crafted by you) and a writing kit.
Condition: You must have the Skill Focus (Runesmith)
Channel Power: NONE

Difficulty Rating: Varies
Consequences: Temporary Runes last for a number of days equal to your [WB]. Permanent Runes last forever.
Ritual Effects: After successfully casting this Ritual, you inscribe any single Rune on a suit of armor, shield or weapon. Each Rune grants different abilities to the person that wields the item. However, no item can bear more than three Apprentice Runes, two Journeyman Runes or one Master Rune, nor can an item ever have more than three Runes upon it.

RUNE TYPES

All Runes are categorized beneath three general categories of types. Depending on the Rune type, it determines how to inscribe, empower and bind it:

THE RULE OF THREE

To Inscribe Magick Rune, there are three rules which are immutable to the process:

RULE I – INSCRIBE TIME: Every Rune takes a specific amount of time to inscribe upon a suit of armor, shield or weapon. This is done with a very precise hand, requiring intense focus as even the smallest of imperfections can potentially ruin the entire process. You can inscribe any Rune temporarily, but must have went through the process to learn the Rune properly to make its Effects permanent. Providing you're in a safe place, you need not make a Tradecraft Test to inscribe the Rune. Depending on whether you're inscribing it temporarily or as a permanent Rune, it determines the time required to inscribe it.

RULE II – EMPOWERMENT CYCLE: After a Rune has been inscribed, immediately attempt an Incantation Test to empower the Rune. If you succeed, you inscribe the Rune and may move onto the final step to bind it to the suit of armor, shield or weapon. If you Critically Succeed, the Rune is inscribed and you can skip the final step, as it's now bound. If you fail, you must attempt the empowerment cycle over again, 24 hours later. If you Critically Fail, the item turns to dust, irrevocably destroyed.

RULE III – BINDING TIME: Once the empowerment cycle is completed, you must begin to chant and recite the oral histories tied to the ancient Rune. This doesn't require any Skill Tests. Once it is bound, the suit of armor, shield or weapon is now considered to be 'struck' by one Rune.

APPRENTICE RUNE

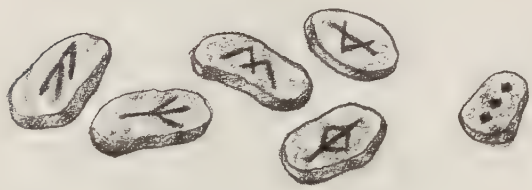
Inscribe Time: One minute for temporary, one hour for permanent
Empowerment Cycle: (Routine +10%) Incantation Test
Binding Time: 1D10+1 hours
Effect: These Runes are simple and only contain basic lines, making them ideal for beginners. They only provide small changes to abilities, but three of them can be placed on any singular item. They glow a cool blue when activated.

APPRENTICE RUNES	EFFECT
Rune of Ansuz	Weapons inscribed with this rune allows its bearer to roll twice when making attacks with melee weapons, selecting the better of the two results.
Rune of Fehu	Weapons inscribed with this rune allows its bearer to roll twice when making attacks with ranged weapons, selecting the better of the two results.
Rune of Gyfu	Weapons inscribed with this rune allows its bearer to roll Fury Dice twice, selecting the better of the two results.
Rune of Kaunan	Armor inscribed with this rune adds +1 to Damage Threshold.
Rune of Raido	Shields inscribed with this rune allows its bearer to Parry weapons with the Gunpowder Quality.
Rune of Thurisaz	Shields inscribed with this rune allows its bearer to roll twice when Parrying, selecting the better of the two results.
Rune of Ur	Weapons inscribed with this rune adds +1 Damage.
Rune of Wynn	Shields inscribed with this rune allows its bearer to ignore an enemy's [CB] after being struck with a melee or ranged weapon.

JOURNEYMAN RUNE

Inscribe Time: Two minutes for temporary, two hours for permanent
Empowerment Cycle: (Standard +/-0%) Incantation Test
Binding Time: 2D10+2 hours
Effect: These Runes are slightly more complex, containing stops and jagged edges an apprentice can easily forget. They provide more significant changes to abilities and they can be paired with an Apprentice Rune. They glow a fiery red when activated.

JOURNEYMAN RUNES	EFFECT
Rune of Algiz	Weapons inscribed with this rune automatically render a Stunning Blow to any opponent when they suffer Damage.
Rune of Eihwaz	Weapons inscribed with this rune allows its bearer to automatically Counterspell in exchange for 1 Fortune Point.
Rune of Haglaz	Armor inscribed with this rune allows its bearer to automatically succeed at Resolve Tests when confronted by Mutant creatures.
Rune of Heran	Shields inscribed with this rune allows its bearer's allies to automatically Parry ranged and melee weapons by spending 1 Fortune Point.
Rune of Isaz	Armor inscribed with this rune allows its bearer to gain one free Fortune Point whenever a Combat Encounter begins.
Rune of Naudiz	Weapons inscribed with this rune glows like a torch upon command. It provides a significant amount of heat and light, equivalent to a torch. Its flames are considered to be Moderately Dangerous.
Rune of Pirum	Shields inscribed with this rune allows its bearer's allies to ignore the Effects of the Intimidate Skill and to ignore Fear.
Rune of Sowilo	Armor inscribed with this rune allows its bearer to ignore the Effects of Stunning Blow and Chokehold.



MASTER RUNE

Inscribe Time: Three minutes for temporary, three hours for permanent
Empowerment Cycle: (Challenging -10%) Incantation Test
Binding Time: 3D10+3 hours
Effect: These Runes are exceedingly powerful and rarely seen outside of the workshops of craftsmen. Their forms are elegant, complex and lend mighty power to whoever wields them. Only one master Rune can be placed on an item. They glow a brilliant yellow-white when activated.

MASTER RUNES	EFFECT
Rune of Berkanan	Armor inscribed with this rune allows its bearer to automatically succeed at Resolve Tests when confronted by Abyssal creatures.
Rune of Dagaz	Shields inscribed with this rune can be held aloft to cause all enemies to suffer from Litany of Hatred, while allies gain the benefits of Inspiring Words.
Rune of Ehwaz	Weapons inscribed with this rune automatically ignores Damage Threshold Modifier from armor when causing Damage.
Rune of Inguin	Weapons inscribed with this rune allows its bearer to flip the results to succeed at any Combat-based Skill Tests to strike.
Rune of Laguz	Armor inscribed with this rune allows its bearer to ignore all Injuries.
Rune of Mannaz	Shields inscribed with this rune can be held aloft to cause all enemies who see it to Resist with Resolve or be subjected to Fear.
Rune of Odal	Weapons inscribed with this rune will magically return to the bearer's hand once thrown or shot.
Rune of Tiwaz	Weapons inscribed with this rune automatically destroy weapons and shields when purposefully struck with Splinter Shield.

LEARNING NEW RUNES

Any Rune can be temporarily struck to a suit of armor, shield or weapon. Unless you have learned the specific Rune, it can never be inscribed permanently. The only way to learn how to properly inscribe a Rune permanently, you must be taught by a Runesmith. However, most Runesmiths jealously guard their runic manuals. These Runes are rarely found upon sacred scrolls or even contained in Dwarven grimoires of old. Runecrafting is a discipline taught from parent to child; an art secreted within the family. So taciturn is the runic process that an entire clan may possess a unique monopoly on their Runes. This also means that no one Runesmith could possibly craft all Runes.

Once you commit to learning a new Rune, you can only spend time learning that specific Rune. You cannot study multiple Runes at once.

REQUIREMENTS: As described before, Runes are categorized into general, broad categories. Each has different requirements to learn them. You must have at least one Skill Rank in Tradecraft to learn Apprentice Runes, two Skill Ranks in Tradecraft to learn Journeyman Runes and three Skill Ranks in Tradecraft to learn Master Runes.

CREATE SACRED SCROLL: In order to learn a Rune, you must begin the learning process (which is traditionally limited to Dwarves only, unless your GM states otherwise). You record the intricate, complex runic scribbling temporarily on parchment or whatever material you have handy, creating a sacred scroll. Generally, it takes one hour to record an Apprentice Rune, two hours for a Journeyman Rune and three hours for

a Master Rune. Recording the Rune doesn't require any Skill Tests. However, merely recording it doesn't necessarily mean you can learn it yet. This is only the beginning of the process.

PRACTICE NEW RUNE: During this time, you will practice sketching the symbols in chalk, intoning the words and committing to memory the procession of strikes on the anvil and the proper use of the reagent. In order to learn how to use the Rune, you must first acquire the reagent – in this case, either one, two or three powders of Wytchstone Essence. During this time, you will continue practicing the inscription process, the incantations needed for empowerment and the final steps for binding the Rune.

After that, you'll spend one week in ceremony to practice the new Apprentice Rune, two weeks in ceremony for a new Journeyman Rune or three weeks total for a Master Rune. The hours, along with the days spent in ceremony, are sacred. These days need not be consecutive though. But the days you commit to the ceremony cannot be disturbed or else you must begin anew.

FINALIZE RESEARCH: Once you finish practicing, you'll make an Incantation Test to see if your research was successful, with the category of Rune setting the Difficulty Rating; Apprentice Runes are (Routine +10%), Journeyman Runes are (Standard +/-0%); and Master Runes are (Challenging -10%). This Difficulty Rating may be awarded bonuses or given penalties, depending on the place you study and additional supplies – or lack thereof – by the GM.

Upon success, you finalize your research and are ready to record the Rune into a runic manual, but must spend Reward Points to record it. If you rolled a Critical Success, you both finalize your research and need not spend Reward Points to record it. Failing the Incantation Test means you must begin practicing anew from the start. Critically Failing, however, means you can never learn this Rune.

RECORD THE RUNE: In all cases, once you have succeeded or Critically Succeeded to learn the Rune, you must incinerate the sacred scroll in flames, using the ashes mixed with an ink pot (which are both expended) to author the Rune into runic manual of your own devising. This step permanently 'etches' the Rune into your mind, so that you can strike it at any time without looking at the runic formula.

Finally, you must spend either 100 Reward Points for an Apprentice Rune, 200 Reward Points for a Journeyman Rune or 300 Reward Points for a Master Rune to complete the ceremony. Once complete, you can now permanently etch Runes into armor, shields and swords. Be sure to track the Runes you know under Unique Advances on your Character Sheet.

You can only ever learn a total number of Apprentice Runes, Journeyman Runes and Master Runes equal to your [WB].

MAGICK CIRCLE

Opening a rift to the Abyss through the Æthereal Veil can be extremely dangerous. Magick is not a simple parlour trick or a bending of light – its practitioners tap into realms of pure chaos and potential to draw forth unnatural power. Each incantation comes with a risk of damnation, the curse of all that power eating away at your body and soul. However, this does not mean there have not been researched methods to lessen this impact. Indeed, many arcanists are people of science, not only using their power but studying it for further applications. Certain circles of power, made from Wytchstone Essence, have proved to lessen the impact of the Ætheric Winds as they storm around a caster. These forms take on a myriad of shapes, but all of them possess ancient symbols written in their circumferences that arcanists are reluctant to tell the meaning of. This Magick Circle is very delicate, however: any disturbance or slight shifting in its form breaks the protective barrier and allows the chaotic energies to seep through. Though these circles are temporary, ancient ruins and some powerful wizards contain either partial or full engraved circles, carved into the very floor to serve as a permanent aid.

Casting Time: One minute for temporary circle, one day for permanent circle

Reagents: Epsom salt (expended) or one powder of Wytchstone Essence (expended), poured onto the ground around you in the shape of a circle. Permanent circles require three powders of Wytchstone Essence and three quintessence of Royal Water (all of which are expended), etched into a stone floor with a chisel and hammer.

Condition: You must stand inside the Magick Circle to take advantage of its benefits.

Channel Power: As Petty Magick

Difficulty Rating: (Easy +20%) Incantation Test

Consequences: A temporary Magick Circle will last for a number of hours equal to your [WB]. If you substitute one powder of Wytchstone Essence, it instead lasts a number of days equal to your [WB]. If you substitute three powders of Wytchstone Essence and three quintessence of Royal Water, the Magick Circle is permanent, lasting until destroyed.

Ritual Effects: After successfully casting this Ritual, the Magick Circle allows you to re-roll any Chaos Dice that may land on face '6' whenever Channeling Power. This means that if you had rolled 3D6 Chaos Dice and it came up with two face '6's, you may re-roll both those dice to generate a more favorable result. If the circle is broken; meaning, you step outside of it or others step into it, the circle is ruined and no longer protects you. A permanent Magick Circle can be broken, but its power returns after an hour has passed.

SUMMON ÆTHERIC SPIRIT

Beyond the Material Realm lay the Æthereal Veil. Within it, raw chaos – creation left unchecked – float wildly among the endless void. Collecting into four distinct elemental spirits, they represent an age unknown, when stars collided and where these energies crashed together to forge the world as we know it. These same untamed spirits can be drawn into the Material Realm, taking physical manifestation in either air, earth, fire or water. Without any real sense of identity or intelligence, Ætheric Spirits generally assumes the shape of the first creatures that crawled forth from primordial ooze in the dawn age. Lacking any sense of intelligence, a summoner can control these spirits to obey their every whim, guaranteeing their steely minds are not torn asunder by the realization that they control the same raw natural forces which forged both men and gods.

Casting Time: One hour

Reagents: Each summoned spirit requires a specific set of reagents, all of which are expended at the end of the ceremony. A Gryphon's egg cracked into a marble bowl is required to summon an Air Sylph. A Basilisk's eye buried beneath a heavy rock is required to summon an Earthen Gnome. A Chimaera's heart burnt within a bronze censer is required to summon a Fire Salamander. A Shimmering Mimic's brain drowned in a bucket of urine is required to summon a Water Undine. Also, you will need a shard of Wytchstone affixed into a staff or a rod, held aloft while exerting mental control over the Ætheric Spirit.

Condition: Each Ætheric Spirit has a natural habitat and weaknesses. Air Sylphs cannot be summoned underground or on top of water. Earthen Gnomes cannot be summoned unless standing on natural ground. Fire Salamanders cannot be summoned over a body of water and Water Undines can only be summoned while standing in shallow or deep water.

Channel Power: As Greater Magick

Difficulty Rating: (Hard -20%) Incantation Test

Consequences: Providing you are not Incapacitated!, are awake and can see it, an Ætheric Spirit will remain under your control for an hour, guaranteeing you are able to exert control over it. You can control an Ætheric Spirit beyond this, but you must Unfetter the Ritual. You can have but one Ætheric Spirit summoned and under your control at a time.

Ritual Effects: After successfully casting this Ritual, you summon forth an elemental spirit: either an *Air Sylph*, an *Earthen Gnome*, a *Fire Salamander* or a *Water Undine* within three yards from you.

Once an Ætheric Spirit is summoned, you must attempt to exert mental control over its elemental brain. You will make a Secret Test using your Resolve Skill. The Difficulty Rating will be determined by the GM, taking into consideration any dangers around you. Naturally, this Difficulty Rating will be substantially easier if you are under no duress of any kind. If you succeed, the Ætheric Spirit will obey your every command. If you Critically Succeed, the Ætheric Spirit will obey your every command and may ignore its Trait of Physical Instability. If you fail, the Ætheric Spirit will simply refuse to obey you, although you can attempt to exert control a minute later. If you Critically Fail however, the Ætheric Spirit will break its bonds and takes random actions, but disappears at the end of an hour until summoned again. Your GM may require you to exert control again whenever you suffer Damage while controlling the Ætheric Spirit. During this time, roll D100 to determine what happens at the beginning of each of its Turns:

D100	ÆTHERIC SPIRIT RAGE
1 to 20	The Ætheric Spirit attacks the nearest ally of the summoner.
21 to 40	The Ætheric Spirit attacks the nearest foe of the summoner.
41 to 60	The Ætheric Spirit attacks the summoner
61 to 80	The Ætheric Spirit does nothing.
81 to 100	The Ætheric Spirit immediately disappears until summoned once more.

TALISMANS

There are 'talismans' and then there are Talismans. Called by a variety of names: amulet, fetish, *juju* or totem, a Talisman is crafted with distinct care by both divine and arcane magicians to ward away terrible afflictions and to bring luck. There are a garden variety of Talismans which do not work; unfortunately, a result of the chaotic nature in Wytchstone. However, some hold true potency and are passed down from generation to generation.

Talismans are never sold in shops; they're carefully-tended items of ancestry, sometimes given to a child at the time of their birth, at the time of death to a loved one or even as an honor bestowed upon a would-be adventurer who'd ran enough errands for an errant wizard as a reward for a lifetime of service. Some Talisman takes the shape of a simple bean, an amulet or piece of jewelry. They come in all shapes and sizes, and no two Talisman are alike. However, Talismans never take the form of a suit of armor, shield or weapon.

IMBUING A TALISMAN

Talisman can be imbued into a keepsake; worn by the user. Only one keepsake can be imbued at a time:

- **One keepsake:** (Hard -20%) Incantation Test

To have a chance at preparing a Talisman, a preparer must have a Skill Rank in Incantation, a personal keepsake, have access to a laboratory, a shard of Wytchstone (which is expended as part of the preparation) and be left uninterrupted for at least 1D10+1 hours.

With a successful Incantation Test, you imbue the keepsake, making it a Talisman. A Critical Success imbues one keepsake and allows you to retain the Wytchstone for later use. Failure results in the Wytchstone being expended without success, whereas a Critical Failure has the same result and causes you to suffer 3D10+3 Damage from fire.

Once the preparation is successfully completed, the Talisman can grant a +5 Base Chance to any one Skill (and only that Skill). The Talisman must then be given a specific name. The name should follow the form or function of the Talisman. Some suggestions include "Lucky Chucks" for soft shoes which grants speed with Coordination, "Cat's Eye" for a monocle which grants extrasensory perception with Incantation or perhaps "The Heart of Woe" in the case of a heart-shaped necklace which grants courage with Resolve.

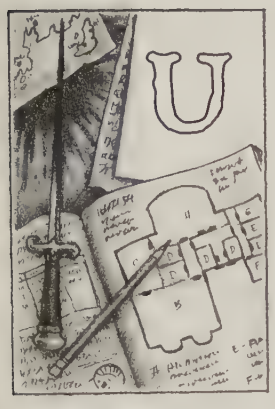
Once the Skill benefits are determined and the Talisman is named, the imbuement is complete. Successfully-prepared Talismans continue to grant their benefits, until they are destroyed. No matter how many Talismans you wear, you can ever only take advantage of one Talisman at a time.

IDENTIFYING UNKNOWN TALISMANS

The only way to determine the Effects of a Talisman is to successfully cast *Wytchsight*, which immediately reveals its power.

must give
Pause

GAME MASTERY



Unlike other tabletop role-playing games, **ZWEIHÄNDER** doesn't have an implied setting. Instead, it focuses upon a number of thematic elements to underpin the narrative and mechanics presented throughout the book. Characters live in a desperate world, where society, permeated by misery and uncertainty and superstition abound, stands on the edge of both existential and literal collapse. A brighter tomorrow exists, but only for a select few. Might makes right order is born from chaos and the entire collapse of civilization inches closer and closer. Universal balance is often achieved by the sacrifice of the downtrodden and misfortunate, so that their betters can go on living. What is the death of ten people, when ten thousand will survive as a result? Selfish agendas are often hidden behind the shield of righteousness. Dystopic order, above all else, prevails over outright chaos. Ironically, the shadow of corruption influences every decision that leads towards the greater good, enticing the most noble of hosts with the promise of lucre, political gain and damning power.

GRIM & PERILOUS THEMES

This is not a story of good versus evil, but about truth and consequences. It is a world cast in many shades of grey between rare extremes of black and white. Short-term solutions are likely to have more harmful consequences in the long run, but deals with what must be done now. Sacrifices must be made to realize a brighter outcome. The necessary means to achieve order and balance requires tough decision-making on the part of the players.

However, **ZWEIHÄNDER** is not a game of violence for the sake of violence. In a grim & perilous world, death means something. However, compassion, forgiveness and sacrifice mean something greater, for only they can overcome the pessimism, disillusionment and depravity that pervades and threatens society. This is a world where cynicism and disintegration of society (chaos) is pitted against idealism of a better tomorrow (order). These two principles often blend together, feeding off one another in an eternal tug of war where there is no clear victor.

Self-realization is as much the story in a **ZWEIHÄNDER** campaign as is uncovering the brutal truths of the world. While Characters will uncover deeper mysteries, reveal double-dealings of upstanding men and expose corruption at its very core, will they debase themselves in the process? Will they rise above the brutal truths of the world or root around in its filth, becoming akin to their enemies? This conflict is at the heart of a grim & perilous adventure.

In general, a **ZWEIHÄNDER** campaign is not one in which the Characters change the world. Rather it is a world that changes the people in it, both the Characters and the NPCs. Key to this is that the world should present situations which can lure the Characters towards utter chaos and this makes both their role and their struggle unlike that of the archetypal hero found in other tabletop role-playing games. They are not wide-eyed neophytes destined for greatness or near god-like warriors capable of saving the village from an evil dragon. Instead, they are ordinary people fighting for their convictions in the face of impending doom while trying to retain their sense of humanity. While not 'heroes' in a traditional fashion, the Characters should be willing to make short term sacrifices for the greater good and for the better life that awaits them in the beyond. Whether these sacrifices are made in the name of a liege lord, a thundering god, a set of moral convictions or even just their own sense of self-preservation, the Characters should act – which means taking action!

The following outlines several themes and inherent qualities that makes up a grim & perilous campaign world. While it is not necessary to adopt them in total, consider each suggestion when you begin to craft new adventures. And through repetition, players new to this play style will become better invested as they figure how their Character fits into these struggles.

GRIM ATTITUDES

Make no mistake, Characters in **ZWEIHÄNDER** are not near-godlike heroes who laugh death in the face. Heroes in a grim & perilous setting are usually normal townsfolk, people who were desperate enough to beat their plowshares into swords and head out into the unknown. They will always be few in number and while they can make a difference in some people's lives, saving the country is the business of the emperor and his army, not a farm boy wielding a makeshift sword. There is no zero to hero – there is zero to one – and then probably back to zero if the odds aren't in their favor. It's not to say that these individuals cannot become kingmakers themselves. However, stories should play towards the things a Character hold dear: one's livelihood, family, friends and loyalties.

Taking up the mantle of an adventurer is not an easy decision to make – average wisdom says such a life means death is assured. Some families simply write off loved ones the moment they start considering leather *cuirasses* and properly weighted bows. After all, the odds are stacked against them;

the world is full of ancient beasts, fell and foul sorceries, fanatics who seek to find heresies where there may be none and cities rife with corruption that poisons both the body and soul. The proof is seen in the bones littering the roadside, blood pooled over strange stone effigies, still-smoking pyres in remote villages and discarded tabards of once-leal folk who turned their stripe to truly understand the merciless reality of what it means to be an adventurer.

Adventurers may be brave, hopeful and tenacious, they are so very mortal and fragile. There is no Magick to easily revive the dead back to life; there is no tincture to reattach an arm chewed off by a wolf; there is no godly boon to wipe away the terrible memories of a friend being slaughtered to appease dark gods. It's important to remind players that their Characters are not the supreme wizards and martial masters found in other tabletop role-playing games. They are terrified peasants turned mercenaries, half-mad prestidigitators and opportunistic freebooters trying to make their way in this world without losing what remains of their dignity, their hope and their sanity.

Not only is their mortality at stake, but so is their morality. There is no good or evil, just a perilous balancing act between id and ego that gnaws at the noble and deplorable alike. People are often self-serving, narcissistic and manipulative – not out of malice, but out of the fact they need to survive by sometimes doing bad things. Desperate people do exist, yes but are unlikely to murder unless there is plausible deniability for their crimes.

Although your campaign world should be one of doubt and uncertainty, it should not be a world where players ask, "what's the point?" if there are at least some positive consequences to their actions. This requires a very careful balancing act if your players are to be kept invested in the world that their Characters live in. They'll be fighting for their own ideals, ones which lead to a better, if sometimes bitter, tomorrow. Every victory over chaos should chip away at the chokehold it has on the world. Let your players relish the moment when they are able to conquer and drive back chaos where it has taken root and the outcomes bear fruit. While they may not have tidily resolved every misgiving or perceived evil, resolving what they can should give players a sense of satisfaction, even if their actions lead to a dark conclusion. Inaction can have far worse consequences than any action they elect to take. Don't make players gentle observers to the story! Put them right into the thick of things and encourage them to make decisions that have lasting consequences, for good and ill. They are the sole focus of the adventure; the world keeps spinning, and while things will happen in the background, unabated by their actions, the microcosm of events that swirl around them should leave ripples in their wake.

PERILOUS OUTCOMES

In some tabletop role-playing games, optional systems are provided to make the game deadlier and more 'realistic'. More often than not, a GM will ignore these rules because they are often unwieldy or perhaps too time-consuming. **ZWEIHÄNDER** also contains these rules, but instead of being optional, they are considered integral to the entire experience. As stated before, this is not a world of magical warriors; it is a world of real people in unfortunate situations. Real people have to eat, they get sick, must take time to recover from their wounds and some scars they gain – both physical and psychological – are just too deep to mend.

This may seem intimidating at first from a rules perspective, but a lot of weight relies on the methods involved with healing and suffering Injuries. As long as Characters take time to prepare, the rules for things like Starvation, Falling and Frostbite only need to be referred to when they are needed. Be sure to help the players understand that adventures are not only about uncovering mysteries and fighting terrible foes, but also about survival. If your players aren't picking up on these cue, have them make Skills Tests relevant to the challenges ahead. Having players roll dice reminds them that Skill Tests can provide them with information they may not

have even considered beforehand. Of course, when all else fails, they can sacrifice a Fate Point to escape certain death and dismemberment, an important lesson having been learned.

Understanding the basics of how to adjudicate aspects of **ZWEIHÄNDER** such as Psychosurgery, Disease, Starvation and others are important, since they will inevitably come up. These rules really enforce the deadliness and futility of health and healing in a grim & perilous world – a world where Magick is not an immediate solution and even medicine has a chance to cause sepsis and painful death. However, these rules should be used with caution; used too often and you may oversaturate the game with too many details. But when used sparingly, at times that are relevant to the adventure, much like the other fantasy elements present in this book, they'll resonate more strongly with the players. And even then, you can willingly ignore them if they stand in the way of good storytelling. Never let the rules detract from the plot's momentum.

It's also important to consider how to depict the slow disintegration of the Characters' minds and the breaking of their spirits in the wake of violence. Sure, physical degradation can be easily shown, but adventurers are not only risking their bodies, but their minds too. Adventuring can only lead to madness and is rife with hard choices – as any psychoanalyst can tell you, a damaged mind is just as bad as a damaged body. If Characters do not perish from blood loss, they may either end up gibbering in an asylum, inserting a brass barrel into their mouth and pulling the trigger or resorting to booze and opium to chase away nightmares. Lingering ghosts of past mistakes and experiences scar real people, so they should be played up and given just as much attention as a punctured lung or a filthy cut. You should put players into situations where they have to make judgement calls where Corruption is an assured thing and indecision leads to terrible conclusions. You'll learn more about these mechanics later in this chapter.

IGNORANCE & SUPERSTITION

In a grim & perilous world, the actual people living within it and how they form their perceptions of the supernatural world around them is just as important as the creatures and diseases that ravage the countryside.

Widespread education is sorely lacking across all social classes, for myriad reasons. A Burgher understands how to run their business and perhaps the local politics; a farmer knows the seasons and when to sow and harvest their crops; a blacksmith works metals, making horseshoes and repairing kettles; and so on. They either learned these things from a parent or were apprenticed to another guildsman. This is not to say that Burghers are ignorant, but they only know what pertains to their standard of living and what puts cash in the proverbial kitty. Literary education is a luxury rarely afforded to the Burgher class. That said, unlike their Aristocratic betters and the Lowborn who bear the burden of heavy labor, they are more well-rounded, used to dealing with a variety of people outside of their own social class. Thus, as they also craft the wares they trade, Burghers interact with people of many different walks of life.

Most of the Lowborn, however, are completely unlettered. They know just enough numbers to buy and sell at the market and enough to make their mark if they have to sign their names, but no more. Blissfully ignorant of the rest of the world, they hold a begrudging indifference towards the learned. Book learning may be seen as a catalyst for sin, leading to idle hands and lax attitudes. This viewpoint is born both out of fear and religious indoctrination. In no other social class is the church more relevant. To the unwashed masses of the 'illiterati', what they know of the world is told to them by their priests and elders, influenced by whatever religion or local gods their communities worship.

This is not to say formal schooling doesn't exist. Lavish colleges where the well-bred get together to discuss new ideas do exist, but they are far too expensive and exclusive for the common person to attend. For the Aristocracy, tutelage begins at an early age, first under a governess and then by an aged master. Once these blue-blooded daughters and sons are of an appropriate age, they are sent off to finishing schools, unencumbered by other distractions. Unfortunately, much like the Lowborn, this breeds a particular brand of ignorance of the real world. Academic tutelage, secret social clubs and the distraction of fictional novellas leaves little room for understanding what the world is like beyond the written word.

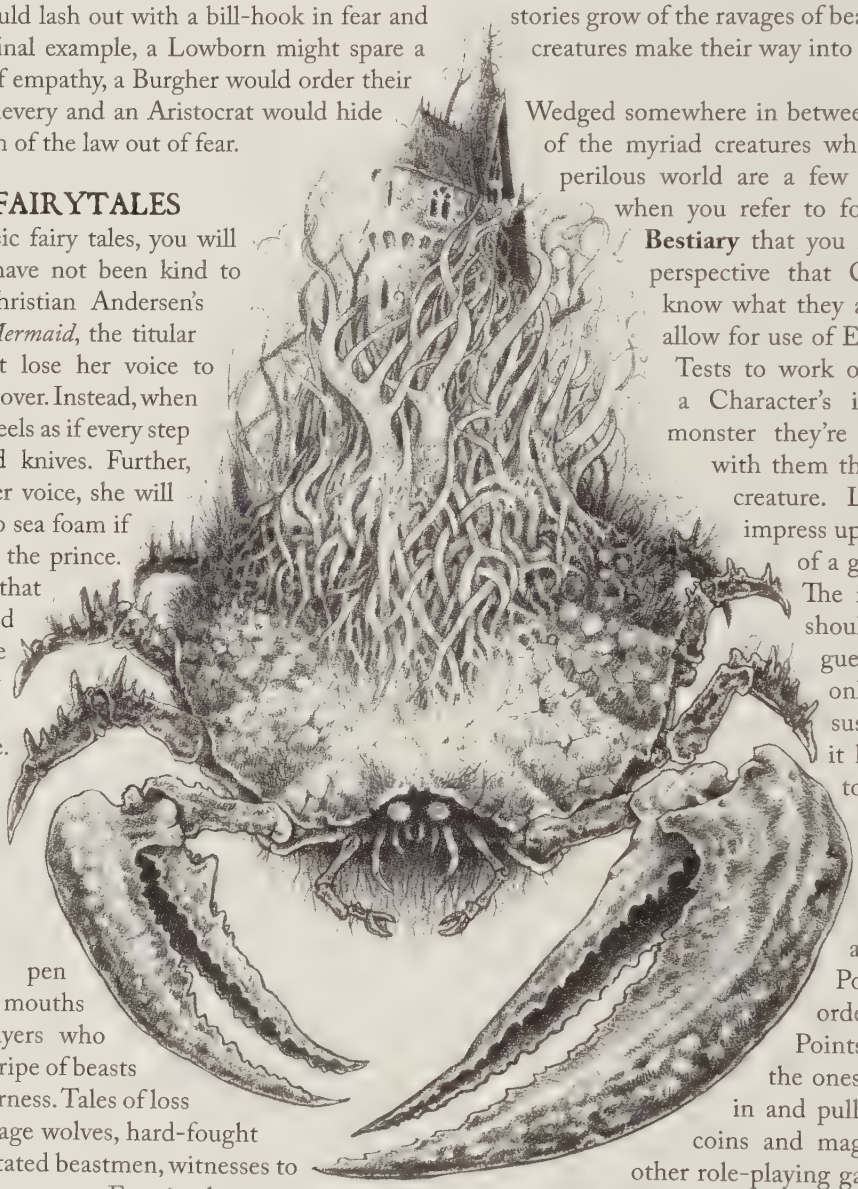
Naturally, this lack of education also comes with much-ingrained ignorance. Speculation and folklore occupy where knowledge should dwell, leaving many xenophobic and scared. Since many do not know what truly lies beyond the mountains, they are afraid of it – even if it could just be a well-meaning group of traders. Nations constantly war over differences and ideals, and calls of witchcraft and heresy abound. Coupled with the nature of monsters and the real threats of devilry, the spread of mutation and all other manner of spirits that linger on the threshold and as far as most people are concerned, avoiding all such dangers is paramount to living a long and industrious life. It can pretty much be assumed that any Character with at least one Skill Rank in Folklore has a healthy understanding of credible threats beyond their front door – and sometimes even those found within the hearts of their fellows.

Although there is a permanent culture of misunderstanding and fear of the unknown that permeates all social classes, it is important to frame how each Character views the world around them. Take into account their social class, background

and Profession when describing scenes. One Character may have a very different perception of a situation than another. Where a Burgher may have traded with the notoriously duplicitous marauders from the north, a Lowborn would regard them with prejudice and trepidation and an Aristocrat would seek to shackle them in slavery. Similarly, an Aristocrat may have a rough medical impression of how a victim came to be afflicted with Chaotic Rot, but a Burgher would simply avoid all contact with the sick so as not to catch the plague and a Lowborn would lash out with a bill-hook in fear and ignorance. In the final example, a Lowborn might spare a criminal's life out of empathy, a Burgher would order their hand cut off for thievery and an Aristocrat would hide behind the long arm of the law out of fear.

FRACTURED FAIRYTALES

If you look at classic fairy tales, you will see that the ages have not been kind to them. In Hans Christian Andersen's classic, *The Little Mermaid*, the titular Character does not lose her voice to potentially find her lover. Instead, when she grows legs, she feels as if every step taken is on barbed knives. Further, instead of losing her voice, she will die and dissolve into sea foam if she does not marry the prince. This is not to say that the classic animated film whitewashed the story, but rather that it was adapted for a young audience. **ZWEIHÄNDER** goes back to the roots of these tales for its own dark, fantastical twist.



Scholars regularly pen accounts from the mouths of hunters and slayers who speak of the many stripe of beasts that prowl the wilderness. Tales of loss and woe against savage wolves, hard-fought victories against mutated beastmen, witnesses to supernaturally-arisen corpses, Faustian bargains struck with devils and even indiscretions with the Fey fill many a scholar's catalogues. Encyclopedias are often secreted by natural philosophers, but a rare few are sold on the private market for exorbitant prices. Once one of these tomes enters a noble's private collection, a household manservant will doubtlessly have opportunity to open it when their master is away. Beneath glimmering candlelight, tales of grotesqueries from beyond the grave and outside the realm of reality are read aloud in grim tones with and to the other retainers of the house. From the manservant, to the stable hand, to the washerwoman, to her lover, and then to their families, these scholarly works are quickly unraveled and disseminated as strings of fiction interspersed with little truths. Eventually, these threads are spun back into literary gold by well-paid professional Raconteurs. When the wine begins to flow, the tales grow taller while the truths become smaller for sake of entertainment. This is often the way that stories grow of the ravages of beasts and other mythical creatures make their way into the common lexicon.

Wedged somewhere in between the myths and tales of the myriad creatures which inhabit a grim & perilous world are a few truths. It's important when you refer to foes from **Chapter 12: Bestiary** that you frame them from the perspective that Characters don't fully know what they are. While you should allow for use of Education and Folklore Tests to work out and color in what a Character's impression is of the monster they're fighting, don't share with them the proper name of the creature. Lean on folklore to impress upon them the majesties of a grim & perilous world. The mystery of these foes should leave the players guessing at all times. Not only does this add to the suspension of disbelief, it keeps players on their toes. Don't let them rest on their laurels. This is not a world where a common peasant has no backstory; Goblins are not bags of Hit Points to simply bag in order to gain Experience Points; and 'Lottery Orx' – the ones you stick your sword in and pull the hilt/lever to win coins and magic plate armor as in other role-playing games – don't exist in a vacuum. Instead, every creature and beast has a place in the world. Whether as simple as a Small Critter or as mysterious as a Talking Tree, each creature in the Bestiary has been given enough backstory for you to find a place for it in your own campaign world. Using the literary example given earlier, it would be very easy to repaint *The Little Mermaid* as a Siren who has the ability to shape-shift, but at a terribly corruptive price.

LOW MAGICK, LOW FANTASY

ZWEIHÄNDER makes the assumption that Magick isn't as prominent as it is regularly portrayed in other tabletop role-playing games. Most common folk have little interaction with those who wield Magick or knowledge about it or how it fits into the big picture. By default, most NPCs will treat anyone who elicits even a hint of arcane intellect as someone dangerous or even deem them a witch. These notions draw heavily upon ignorance and fear, as the world beyond the walls of civilization has proven to be strange and deadly. Convincing folks otherwise is a tall feat, which is why arcanists must be careful when and how they display their craft. However, this does not mean that wizards and the like don't ever enjoy the good will of the people, though it must be earned. Perhaps with a great display of Magick that stops an invasion force, slays a brutal monster plaguing their homes or brings immediate, material fortune. Of course, this favor may be short-lived if they don't produce lasting protections against further incursions of chaos. While situations will inevitably put wizards into the spotlight, they must exhibit extreme caution as ignorance rules and death by pyre is in fact the letter of the law. In the worst of cases, it may lead to a situation where rural justice is meted out without trial by the very people they just saved from assured death!

Divine users of Magick, on the other hand, are seen in a different light. They are readily accepted in civilized society – there have even been cases of wizards wearing priests' frocks to hide their own arcane Magicks – but like moths to a flame, they attract all manner of people – good and bad. Blessed be the priest who can bring good fortune to a village's landfall after market and rain to the fields in summer. Woe be to those who trust itinerant priests too closely, for some are charlatans who profane the gods with bloody sacrifices to fertilize the ground and demand exorbitant tithes to draw upon divine favor. Not all clerics dislike these attentions, for their display of miracles quickly draws people to their worship. These affections can be fleeting if the priest cannot satisfy whatever perceptions simple-minded folk may have of them. For instance, if a blighted crop cannot be attended to or a child's disease cannot be lifted, a priest may quickly find themselves on the run from torch-wielding peasants demanding their head.

Despite the presence of Magick in the background, adventurers live in a rational, mundane world. The laws of nature apply: the sun rises and sets, gravity is real and the seasons predictable. Nor is a grim & perilous world a world of the fantastic – massive sky castles don't dominate the skies; dryads aren't found beneath every hollow tree in the forest; Orx, Goblins and other creatures don't band together in massive hordes on the edge of the wilderness unless something world-spanning has happened; werewolves do not howl in every valley; and unless something of diabolical

significance has occurred, the dead don't rise from their graves. Dungeons, in a traditional sense, are unique and aren't populated by monsters waiting to be slaughtered *a la carte*. The gods don't send their avatars upon the world to be defeated by a band of high level epic heroes, nor do dragons regularly level cities with their fiery breath. While these situations may very well play out in your own campaign world, it is important to frame them with a sense of realism. Something must alter the course of the natural order in order for such fantastical elements to take such a prominent role in your campaign.

Vast kingdoms of humanity stretch across nearly every continent, safeguarding society from invasion, having squashed aged, infernal foes during the dawn age. They dominate all other Ancestries with their cultural attitudes, faith and sheer numbers. Demihumans are rarely found amid Human settlements, and when they are, they are scrutinized for every action they take. Prejudice runs rampant. Pogroms to exterminate demihumans have been a constant danger to them for time immemorial and there seems to be no end to these injustices. This is not a world where the fantasy races walk hand-in-hand towards the dungeon to relieve a fabled dragon of its hoard. No, it is a world where humanity

abounds, subduing other cultures to fit into a monoculture united by law and religion.

Grim & perilous adventures are often humanocentric, but that does not mean they are demihuman-agnostic. All these stories are relatable to an extent. The struggles against corruption, ennui, disease and death can be traced back into our own world. It is important to create analogues to real history and tragedy, and inject influences of the fantastical into them. This approach impresses a sense of familiarity and understanding with players, opening the doors to more relatable struggles that will invariably influence better role-playing. Leaving things mysterious not only adds to the excitement of the setting, but leaves the fantastic firmly where it should be – in the realm of fantasy.

THE INFLUENCE OF CHAOS

One aspect that stands out amongst other potential settings is the deadly chaotic force know as **Corruption**. Corruption is – and can mean – several things. It includes the charlatan priest who defrauds and misleads their congregations, the lord who jockeys political ascendancy by spreading sensationalist lies about their peers and vile thieves who murder innocent travelers for their valuables, but it also refers to the mystical and mutative concept of Corruption.

Corruption is subtle and vile, something between a mimetic idea and an actual, enervating energy. It seeps invisibly out of the endless pits of the Abyss and fizzles into the Material Realm. It is cancer which spreads through vile deeds, terrible influence and manifestations of chaos caused by uncontrolled Magick. Corruption is often portrayed as at least marginally intelligent – it does not storm into cities and wipe out scores of people, shifting them into debased Mutants. No, instead Corruption often plays the long game, whispering into the ears of people when they are emotionally weak. It misleads clerics to false gods into taking their congregation on pilgrimage to a holy site, where they'll convince them to commit mass suicide. It turns just rulers into unbridled megalomaniacs, as imagined threats to the throne transforms them into cruel, stone-hearted monarchs. Although Corruption collects around the cruel and despotic (as they are the easiest to manipulate), its greatest pleasure is when it can suborn the just and the orderly and seduce into the clutches of chaos. Though common folk are on the lookout for these signs of such terrible fruit, their paranoia and hatred only further fuels the fire of the Abyss. Tell-tale signs are commonly identified by simple folk as symbols of Corruption: odd habits, strange moles, unnaturally aged, hauntingly beautiful and a host of other signs that witch hunters have long identified as being symptomatic of its influence.

Usually when someone is exposed to the physical presence of Corruption, they have two choices – either be devoured by it or serve it in hopes of a greater reward. It changes their personality in small ways at first, but eventually to a degree that is diametrically opposite to what it was before. Corruption's influence is even worse in the wilds and the creatures that inhabit it. Their lack of sentience means that creatures classified as Animals and Beasts have very little willpower against Corruption and are more readily afflicted by its rotten grasp – and then mutated by it. For Corruption not only spoils the mind and soul, but also the body – turning its followers into vile abominations that are not natural to this land. It can even have an effect on the landscape: shifting a swamp into a wight-infested midden, warping dead cities in and out of existence, encompassing cities in perpetual fog, violent Ætheric weather patterns and far, *far* worse.

How Corruption is used in your campaign world is entirely up to you. Whether you feel it should be more insidious and invisible or physically take shape as gloaming mist and corpulent clouds of flies and rot is your call. Many grim & perilous worlds teeter on the brink of apocalypse, though most people do not know how much distance lies between them and oblivion. The only thing stopping a grim & perilous world from succumbing to utter collapse is Corruption's chaotic, divisive nature – it is always at war with itself. Those possessed by it cannot help but be drawn into the struggle. Although this war is eternal, it is also a force for change.

Despite its entropic grasps, chaos is as vital to the 'growth' of a campaign world as order and balance is. It drives many of the underlying themes in **ZWEIHÄNDER**, and promotes a concrete reason for adventurers to band together to rage against the dying of the light. This is why a grim & perilous setting may outwardly feel hopeless – there is always entropy and always an end, and Characters often end up standing at the edge of the Abyss, glaring into its roiling maw. Hope is often a pale glimmer, and even a major victory is just a small blip on the timeline of reality. This should not discourage players though – banishing a demon for a thousand years may mean nothing in a cosmic sense, but it is vitally important to the here and now.

How Corruption should be handled as it pertains to Character development will be covered later in this chapter. We have often spoken about ditching game mechanics you don't favor. Unlike other rules, however, this mechanic is vital. It determines the growth pattern of PC's Alignments, determining when they earn Fate Points and whether they develop Disorders. While you should feel free to tinker with the rules, we do not recommend removing the Corruption mechanics from the game wholesale.

YOUR ROLE AS GM

As with many other tabletop role-playing games, there is but one Game Master to run the adventure and call the shots. You have many responsibilities in this role:

- You must be comfortable and familiar with the rules
- You must understand how to translate mechanics into the narrative
- You must convey the themes and tone of a grim & perilous world
- You must craft the story and set the stage for adventure
- You must understand the plot points behind the scenes
- You must remain flexible when players chase down spurious leads
- You must be creative and willing to alter the course of the story
- You must maintain an immersive atmosphere
- You must play the role of both enemies and friends of the Characters
- You must interpret the difficulty and ease of Skill use
- You must act as referee to the rules
- You must be prepared before the game begins

It can be an overwhelming amount of responsibility, but a very rewarding one – particularly when everything goes over well with your players. Your job is not unlike that of a writer. Not only do you have to frame the world the Characters live in, you must also describe what they see, what they experience and determine the outcome of events based on their actions. In some ways, you are 'directing' the adventure, but the players are driving the actions while you determine the consequences. Using the vision of your campaign world, describe it in rich detail and let players immerse themselves into the narrative.

To ensure immersion and a fun game, there are many techniques you can use that are, frankly, too comprehensive to list in this book. However, we'd like to cover a bit of general advice on how to run a successful game and what tools you can use to frame an adventure worthy of being grim & perilous.

THE THREE GOLDEN RULES

The following outlines a series of guidelines you should follow when running a **ZWEIHÄNDER** game:

CHANGE RULES THAT DON'T WORK

As the GM, it is your job to frame the narrative, bring your campaign world to life and most importantly, help everyone have fun around the table. However, as with many tabletop role-playing games, the rules sometimes get in the way of moving forward. If you feel a rule doesn't fit within your vision or gets in the way of the story moving forward – house rule it! We encourage you to think of new, creative ways you can incorporate **ZWEIHÄNDER's** rule set to fit to your group's standards. Don't be afraid to brush aside a rule and instead focus on the now; simply make a ruling now – and address the rule later. However, you must remember to be consistent in your decisions. If you make an important change to the way a rule works, make note of it and address it with the players either at the end of the session or at the beginning of the next one.

Remember: you are the GM. You have an unspoken contract with your players that your choices in the way that the story and rules play out are in your hands. Don't engage in ruling arguments – tell the players it's time to move on if they begin to argue or question your adjudication. Continue playing, and address their questions at the end of the session or the beginning of the next. Give concessions when necessary, but always keep the game moving forward.

FOCUS ON THE CHARACTERS

ZWEIHÄNDER is primarily a role-playing game. Successful ones will take place in a campaign world, where the Characters' adventures change the world around them. Sure, there may be things going on in the background that the players have zero agency over, but keep the macrocosm out of focus until it crosses paths with the player's actions. It is easy to get lost in your own creativity, letting the stories of other NPCs outshine the actions of what's happening in the adventure. Carefully-plotted adventures will often allow

the adventurers to cross paths with other important NPCs. But follow these watchwords: the players are the focus in the story, **period**. While you should make players cognizant of other things going on in the campaign world around their Characters, keep the pace of the adventure focused primarily on them.

You must remember that you are neither in favor of the Characters or those whom they meet in your campaign world. You must remain as impartial as humanly possible, even in the face of frustration. And never, ever play favorites with players around the table. Everyone's Character should be just as important as the other. Take the opportunity to shine the spotlight on at least one Character every session. This will ensure everyone gets an equal opportunity to shine and grows each of their Character's background through role-playing.

WHEN IN DOUBT, SAY YES!

While you have a number of tools you can frame the narrative in for **ZWEIHÄNDER**, don't be afraid to say **yes** to a player when they suggest an out of the box idea or solution. When you approve of a player's agency to try something that's outside of the rules, it encourages groupthink and cooperation, and reminds players that you're not their adversary. As you will learn, being a GM isn't necessarily about playing the villains. A GM's primarily role is to facilitate the adventure, advocating first for the sake of fun and second to the rules.

Sure, having players run roughshod over a carefully-plotted adventure you worked hours on can be a bit distressful. But it's simply impossible to account for every hair-brained, crazy idea the players may have in their head to overcome challenges. Don't discourage this line of thinking! Instead, learn from the players what they prefer… and use those same approaches to your benefit. At the end of it all, **ZWEIHÄNDER** is a group game and you have to ensure that players trust in your adjudication of the rules.

However, this doesn't mean that you have to always acquiesce to player demands. The gritty world the Characters inhabit has to hold up to scrutiny, as all actions must have consequences. A good guideline to follow here is this: if the idea is creative and fun, would add to the story but may be a bit outside of the capabilities or reality the Characters may possess, impose a stiff Difficulty Rating or some sort of mechanical cost. We encourage you to rely on a tried and true mechanic that has worked in our playtests of, *"… if you fail, you suffer 3D10+3 Peril"*. Alternatively, you can impose some sort of Injury or condition in cases where players are attempting something incredibly risky during combat.

NARRATIVE & STRUCTURED TIME

For the most part, a game session is handled using a loose format called Narrative Time. Interactions within the campaign world can transpire over hours, days or even months of in-game time. If your players tell you they wish to book a coach between settlements, you may simply respond, *"You pay a coachman and ride through the wilderness, arriving at your destination a few hours later"*. There aren't any hard and fast rules to handle these sorts of interactions. In fact, the majority of time that passes during a game session is in Narrative Time, moving in flux with the choices players make.

Fluidity is key; you need to have in mind how long interactions take, so that you may better frame the adventure and the story as it progresses. For instance, at the pace of the players, one game session may take place over a single night, but the next game session may take place over a week. Both Social Intrigue and Wilderness Travel also use Narrative Time. However, be mindful of Narrative Time – don't spend too much attention on any single player. The key for engaging players into the story is to make sure everyone gets equal time in the spotlight.

When the story has led the players towards a moment where you need to control the narrative flow in a stricter fashion, the game can be adjusted into a more formal structure. To frame these scenes, the loose narrative is streamlined, made more uniform and iterative by using Structured Time. This can be used to carefully track the passage of time, allowing a cycle of Characters to get equal play and attention.

Limiting the economy of actions a player can take is key to using Structured Time. You can use it to carefully control the chaos of multiple players from acting at once, slowly turning up the dial to enforce tension and a sense of urgency as required. Although primarily used for combat encounters, you also extend Structured Time into Chase Scenes or other opportunities where careful tracking of time is required.

PACING THE ADVENTURE

Using both Narrative and Structured Time, you will need to learn how to transition between the two. You'll want to allow the players to speak among themselves, role-playing out interactions with one another, but being mindful of when it's time to move from Narrative into Structured Time. However, don't be afraid to reign things in should the focus be upon but a single facet of the story. Pacing is important both in writing and in storytelling. Reel players in should the game session result in some players interacting, while others are left staring blankly at their Character sheets.

The Initiative Ladder can be used as a guideline to move seamlessly between the two modes of gameplay. For instance, players may be parlaying with a cornered enemy, but a hasty word and ill-timed insult sets their enemy on the run. Switching from Narrative Time – when the scene was focused on social interactions – and then into Structured Time – when they begin to give chase – is one of the many instances where this transition must be carefully handled without disrupting the core flow of the adventure.

STARTING A GAME SESSION

When you begin a game session, there are several steps you can take to ensure a steady start. Take a few minutes before your players arrive to review your notes. If the game ended on a high note – or even a grim one – last session, get yourself into the mindset of the last session and be ready to pick right up where everyone left off.

Give your players the option to update their Character sheet with any new Advances, shore up any missing trappings or findings from the prior session, shore up any new purchases that may be required from an Advance, take account of their Character's health and spend any leftover Reward Points.

ACCOUNT FOR THE FORTUNE POOL: As mentioned before, account for 1+the number of participating players around the table for the total number of Fortune Points. However, this method assumes players are making steady rolls and playing for at least 4 hours. Should your game crawl on longer, feel free to refresh the Fortune Pool at critical moments. Give a reward for players role-playing their Character's eccentricities and Alignments. Adding a Fortune Point to the Pool when players employ your Character's Order and Chaos Alignment at critical moments to drive the story forward is an excellent way to encourage good role-playing. Although players should not routinely expect these rewards, the more often they play to their Character's personality, the better chance they should have for you to give them additional Fortune Points.

YOUR MISFORTUNE POOL: You too will grow your own pool of Misfortune Points to use over the session. As mentioned in **Chapter 2: How To Play**, any time that a Fortune

Point is spent, it immediately transfers into your hands. These Misfortune Points can be used by you in the same way in which the players can use them. Once spent, discard them – they do not convert back into Fortune Points.

SPEND REWARD POINTS: Have players spend Reward Points before gameplay begins. Stopping in the middle of a game session to purchase new Advances can bring the game to a crawl. If you forgot to give out Reward Points last session, distribute them now and have players spend them.

REVIEW DAMAGE CONDITION TRACK: Take turns around the table, having each player announce their current Damage Condition Track and any Injuries they may be suffering from. This is a great way to start the session, so that everyone is on the same page for who may need to be attended to.

UPDATE TRAPPINGS: Often, players don't have a chance to update the mechanics of new weapons or armor in the middle of gameplay. Encourage players to update their Character sheet with any relevant weapons or armor they may have acquired. In addition, if they intend to swap around items with other Characters, this is a fine time to allow them to do so before the game begins above board.

DETERMINE INITIATIVE LADDER: Setting the Initiative Ladder at the start of a game session can help you move from Narrative Time into Structured Time smoothly. It helps players focus on the adventure In-Character, keeping players on their toes when you make the decision to move into Structured Time.

SKILL TESTS IN PLAY

Nearly every action a Character makes has a comparable Skill you can refer to determine its success or failure. However, not every action necessarily needs a dice roll to be considered successful. Too many Skill Tests can bog the game down in mechanics. You should call for Skill Tests only when the risk of failure will negatively affect the Character's safety or sanity.

For instance, having a player make an Athletics Test to climb a ladder would be entirely unnecessary. However, should they need to climb a ladder quickly in the face of a raging fire or with foes on their tail, you may require one. Skill Tests are best employed when an outside force would bring risk or harm to the Character.

ADJUDICATING DIFFICULTY RATING

As GM, it will be your job to determine how easy or hard a task may be when a Skill is used. The Difficulty Rating chart will be the most common mechanic you'll refer to when running a **ZWEIHÄNDER** game. However, interpreting how difficult a task would be, it requires more information to understand how to properly assign Difficulty Ratings to Skill Tests. Consider the following factors when determining the right amount of hardship or ease of a Skill Test:

DISTRACTIONS: Would something in the area around the Character prohibit them from doing things easily? Would enemies surrounding a Character cause them to erroneously load an arrow or the raging of a fire distract them?

TIME: How much time does it take to complete the task? Does the Character need an immediate result (like steering a cart out of the way from falling off a cliff using Drive) or can they take their time to get it right (spending an extra few minutes to unlock a door using Skulduggery)?

TOOLS: Does the Character have the right equipment to get the job done? Are there available substitutes, if in a pinch? A warhammer or battle axe would do to help in breaking down a door (using Athletics), but a knife or a slender rod of iron may help remove the hinges (using Coordination).

"FAIL FORWARD" TESTS

There are times where failure on D100 doesn't always equate to failing the Skill Test. For instance, when players are sneaking up on their foes, you may have them make a Stealth Test. However, the circumstances may be so much in their favor that failing the Test shouldn't reveal their location. In this case, you could simply have a player whose Character failed their Stealth Test instead suffer 1D10+1 mental Peril due to the anxiety of being caught. Similarly, you may wish to have players make Athletics Tests to climb up a wall. However, the wall is riddled with outcroppings, putting circumstances mostly in their favor. Simply failing the Skill Test to climb would result in additional fatigue, as they suffer 2D10+2 physical Peril.

Be sure to announce before the Test is made that it's a Fail Forward Test. You can make these judgement calls at your whim, but use them sparingly. However, you should always make a Critical Failure an outright failure in these cases. In the examples above, this means that a Critically Failed Stealth Test reveals them to the enemy and a Critically Failed Athletics Test would result in a fall to the ground.

As a final guideline to adjudicate Fail Forward Tests, simply have Characters suffer 1D10+1, 2D10+2 or 3D10+3 mental or physical Peril, based on the relative challenge and conditions of the Test.

PRIMARY ATTRIBUTE TESTS? NO!

In **ZWEIHÄNDER**, you will never have Characters Test their raw Primary Attributes alone. For these situations, pick a related Skill they will Test to determine their success or failure. A good example would be when a Character is attempting to free a wagon that has got stuck in the mud.

Instead of instructing them to Test their Brawn attribute, have them use their Athletics Skill. When in doubt, rely on the following six Skills to reflect a Character's basic physical and mental prowess:

- Feats of visual acuity: Awareness (Perception)
- Feats of strength: Athletics (Brawn)
- Feats of dexterity: Coordination (Agility)
- Feats of audial discernment: Eavesdrop (Perception)
- Feats of mental resolve: Resolve (Willpower)
- Feats of problem-solving: Scrutinize (Perception)
- Feats of physical fortitude: Toughness (Brawn)

PRIMARY ATTRIBUTE SUBSTITUTES: Every Skill refers to a single Primary Attribute, as listed in its description. However, there are certain cases where you may allow a player to substitute a different Primary Attribute. One particular case would be the substitution of Fellowship in place of Brawn for cases when a Character attempts to use the Intimidate Skill through force of personality. Another might be the diagnosis of a disease, substituting Perception in place of Intelligence for the Heal Skill.

As an example, when you tell a player to use a substitute Primary Attribute, call out, "*...make an Intimidate Test, Referring to your Fellowship instead of Brawn*". Determining the Total Chance for success would otherwise follow the examples given in **Chapter 2: How To Play**.

USING SECRET TESTS

There are times when you may not wish to reveal the results success or failure of a Skill Test to the players. You may wish to hide the outcome of a Skill Test, until a critical moment in the story. In these situations, it is important that you don't simply hand wave away the descriptions of what the Character experiences. Keep the integrity of the narrative by describing in no certain terms the immediate outcome as their Character sees it from their perspective.

To adjudicate a Secret Test, you need to secretly determine what the Difficulty Rating is. For our example, we'll assume that a Character is attempting to determine if an NPC they are on very friendly terms with is attempting to hide the truth. In this case, we'll make it a (Routine +10%) Scrutinize Test given their relationship, however don't communicate the Difficulty Rating to the player. Simply write down the Difficulty Rating on a sheet of paper, and then ask the player to roll D100 to make a Secret Test using their Scrutinize Skill. The player must announce their Total Chance for success aloud, assuming that the Difficulty Rating is (Standard +/-0%). Mark this down as well, and do the math on paper. This will give you a visual indicator whether the player can succeed or fail. If the Character has an ability that allows then to flip the results to succeed, be sure to remind them to flip their results. If they have the ability to re-roll failed Skill Tests, have them roll twice and assume the better of the two results.

After the player rolls their results and announces it, determine whether they succeed or fail. Remember, you will not immediately reveal the success or failure of Secret Tests unless they generate a Critical Success or a Critical Failure. Let the story reveal the results through your narration, as a form of suspense and mystery.

> Leopold Coventry is engaged in conversation with an affluent and compassionate prince-elector, who has acted as a lead patron to both Leopold and his party's adventures for quite some time. They have enjoyed a good and lucrative relationship, and a friendship has grown between them over the past few months. The elector has summoned Leopold personally to his chambers to discuss a private matter. He divulges to Leopold of a tryst between him and a household servant, and demands that Leopold 'silence' rumor-mongers with intimidating threats. The elector's behavior seems somewhat erratic, and unlike the friendly demeanor Leopold is accustomed to. Leopold's player asks the GM if he can get a read on the elector, to understand if there are other motives perhaps at play or whether the elector is hiding something. Making a Secret Test using Scrutinize, he fails the Skill Test. However, the GM goes on to explain to the player that Leopold is unsure whether he's hiding something or not.

There are no tried and true rules you need to adhere to when determining when a Secret Test is appropriate. In fact, every Skill Test could potentially be used as a Secret Test if you wished to do so! This certainly evokes a more 'old school' feel which may be familiar with players of other tabletop role-playing games. Calling out Difficulty Ratings, after all, is entirely your prerogative – and so is the adjudication of Secret Tests. Ultimately, it's up to you to determine when a Secret Test is appropriate. Following the examples below, you can model out when a Secret Test may be required:

- Using the Awareness Skill to detect whether foes lay in ambush
- Using the Bargain Skill when a Character attempts a Faustian bargain for service with a demon
- Using the Counterfeit Skill to produce a replica of an artwork before a scrupulous Antiquarian
- Using the Disguise Skill to pretend to be of another Social Class

Using the Guile Skill to lie to a peer or patron about the goods a Character stole

Using the Navigation Skill to determine whether a map shows the correct route and if the party is lost

- Using the Scrutinize Skill to sense ulterior motives from another NPC

Using the Skulduggery Skill when attempting to hide a weapon upon themselves from guards

Using the Stealth Skill to shadow another through a crowded market

Using the Survival Skill to see if berries are poisonous

PEOPLE, PLACES & THINGS

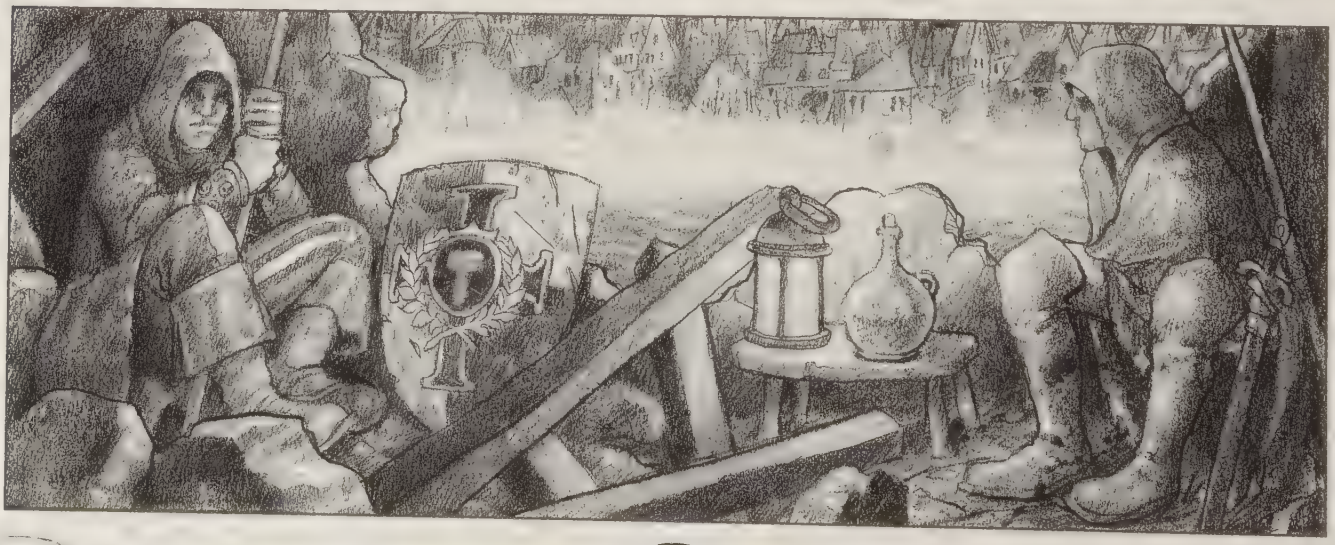
It is a good idea for players to track important NPCs they meet, places they have visited and clues they've found during the ongoing adventure. Between sessions, players may not think about the previous game. Real life often gets in the way of gaming, and outside events can delay or sometimes cause you to cancel a game session. Outside of sharing the progress of the adventure on a web forum, using a wiki or by email, players can refresh their memory at the beginning of a game session by maintaining a single set of index cards. They can be used to write down important events, take note of the personalities they've interacted with, record locales they've investigated or fought over and even to note down clues discovered during the adventure. These cards can then be referred to at the beginning of every game session, with everyone using a shared set of notes between them.

For instance, the Characters might be under the employ of a wealthy aristocrat who wishes them to serve as his bodyguards at a ball. However, the aristocrat requires extreme discretion, and explains which of his enemies – both perceived and real – will be in attendance. The Characters are also informed that the ball will be held in unsafe place where the aristocrat's enemies lurk and are instructed to show up later in the evening after games in the parlor traditionally begin. Finally, they may have to track down a specific set of fine garments to wear, so as to maintain the ruse that they are of a higher social class.

In the above example, note on a set of index cards the names of the aristocrat's enemies, the auditorium where the ball is being held and the specific garments they must track down. In each case, mark them at the top of the index card. As they uncover new evidence, make discoveries and encounter complications, encourage them to take notes on each card. This way, when the game session breaks and meets again later, they can jointly review the notes when the game session starts.

You should encourage players to take turns authoring these cards every game session, rotating the duty between them. You should also encourage each player to take these notes using their Characters' persona and voice, which will skew the intentions or even their perspective of the persons, places and things they've recorded. This gives you an interesting role-playing tool, particularly because reviewing cards Out-of-Character may lead to In-Character discussions as the game session starts. Award the player who maintained the cards 50 Reward Points at the end of the game session. This will encourage players to share the responsibility and lend importance of the 'person, places and things' tracking mechanism.

Finally, you will want to help the players keep their cards straight as the adventure continues onward. For an ongoing campaign, this can result in scores of cards! Feel free to let players know, once specific arcs of the story or adventure come to a close, which cards to permanently retire.



COMBAT RULES

In a grim & perilous world, its people are beset by conflict, both clandestine and worldly. A large part of your responsibility as a GM is to impress these situations upon the Characters, sometimes using subtlety and other times outright violence. The following explains further considerations you'll make as GM during combat. Additional tools will help you frame tense intrigue, the hazards of the wilds and white-knuckled chases.

Conditions in combat, such as being Stunned or suffering Injuries, needs to be referred to and applied to the enemies that the Characters fight. Many require upkeep (such as remembering to Resist the Stunned condition as their Turn starts), whereas others are count downs (like Bleeding out to death). You should make sure to check for any effects that may be ongoing or otherwise hinder foes as their Turn begins and take into account these things before making a decision as to what Actions in Combat they use. Feel free to share and call out their Damage Condition Track after the Characters have harmed their enemies. The Damage Condition Tracker can be found in **Appendix A**.

SUFFERING INJURIES

Injuries vary by Moderate, Serious and Grievous Injuries. When determining Injuries, roll D100 and let fate decide what occurs. Should any of these Injuries not make sense narratively, feel free to pick the one that feels the most appropriate.

D100	MODERATE INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Black Eye	Until fully Recuperated, you must flip the results to fail Skill Tests which rely on vision.
17 to 25	Bruised Ribs	Until fully Recuperated, reduce your Encumbrance Limit by 3.
26 to 33	Dislocated Shoulder	Until fully Recuperated, you start your Turn with 1 less AP.
34 to 41	Hyperextended Elbow	Until fully Recuperated, you must flip the results to fail all Actions in Combat that rely on ranged weapons.
42 to 49	Jammed Finger	You immediately drop whatever you are holding. Until fully Recuperated, you must flip the results to fail all melee weapon attacks with your primary hand.
50 to 58	Pulled Muscle	Until fully Recuperated, you must flip the results to fail all Brawn-based Skill Tests.
59 to 67	Rattled Brain	Until fully Recuperated, reduce your Initiative by 3.
68 to 76	Sprained Wrist	Until fully Recuperated, you cannot hold anything in your primary hand, and must rely on your off-hand.
77 to 85	Strained Groin	Until fully Recuperated, you cannot use any Movement Actions besides Take Cover or Walk in combat.
86 to 92	Twisted Ankle	Until fully Recuperated, reduce your Movement by 3.
93 to 100	Misfortune!	Roll on the Serious Injury table instead!

D100	SERIOUS INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Broken Rib	Your armor gains the Ruined! Quality. Until fully Recuperated, you cannot add Skill Ranks to Combat, Brawn or Agility-based Skills.
17 to 25	Busted Kneecap	Until fully Recuperated, any time you fail a Skill Test that relies on Brawn or Agility, you suffer 2D10+2 physical Peril.
26 to 33	Fractured Larynx	Until fully Recuperated, you must succeed at a Scrutinize Test to speak.
34 to 41	Head Trauma	Until fully Recuperated, you cannot use Special Actions in combat.
42 to 49	Minor Concussion	Until fully Recuperated, you remain Incapacitated!
50 to 58	Shell Shock	Until fully Recuperated, you cannot add Fury Dice to Damage.
59 to 67	Skull Fracture	Until fully Recuperated, you must flip the results to fail all Skill Tests.
68 to 76	Stress Fracture	Until fully Recuperated, you cannot Counterspell, Dodge or Parry.
77 to 85	Temporary Paralysis	You are knocked Prone. Until fully Recuperated, you cannot move as you're paralyzed.
86 to 92	Torn Shoulder	Whatever you are holding in your primary hand gains the Ruined! Quality. Until fully Recuperated, you start your Turn with 2 less AP.
93 to 100	Misfortune!	Roll on the Grievous Injury table instead!

D100	GRIEVOUS INJURY	DESCRIPTION
1 to 8	Fortune's Mercy!	Ignore Injury, keep your Fate Point and continue fighting onwards!
9 to 16	Butchered Leg	Until fully Recuperated, you cannot move as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Butchered Leg has undergone a failed surgery, you gain the Veteran's Leg Drawback. If you already have this Drawback, you permanently lose 9% Agility.
17 to 25	Cerebral Contusion	Until fully Recuperated, you remain unconscious. You must undergo a successful surgery or suffer the consequences. Once a Cerebral Contusion has undergone a failed surgery, you gain the Dunderhead Drawback. If you already have this Drawback, you permanently lose 9% Intelligence.
26 to 33	Detached Ear	Until fully Recuperated, you cannot hear as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Detached Ear has undergone a failed surgery, you suffer the Crop Ear Drawback. If you already have this Drawback, you permanently lose 9% Perception.
34 to 41	Maimed Foot	Until fully Recuperated, you cannot use any weapon with an Encumbrance Value of 2 or more, as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Maimed Foot has undergone a failed surgery, you lose 1D6-1 toes. For every toe lost, you permanently lose 1% Brawn. If you lose all toes, you gain the Veteran's Boot Drawback. If you already have this Drawback, you permanently lose 9% Brawn.
42 to 49	Mangled Organ	Until fully Recuperated, you remain Incapacitated!. You must undergo a successful surgery or suffer the consequences. Once a Mangled Organ has undergone a failed surgery, you permanently gain the Eunuch Drawback. If you already have this Drawback, you permanently lose 9% Fellowship.
50 to 58	Mutilated Hand	Until fully Recuperated, you cannot use your primary hand as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Mutilated Hand has undergone a failed surgery, you lose 1D6-1 fingers. For every finger lost, you permanently lose 1% Agility. If you lose all fingers, you gain the Veteran's Hand Drawback. If you already have this Drawback, you permanently lose 9% Agility.
59 to 67	Mutilated Nose	Until fully Recuperated, you cannot smell as you're in pain. You must undergo a successful surgery or suffer the consequences. Once a Mutilated Nose has undergone a failed surgery, you permanently must flip the results to fail all Skill Tests which rely on smell and taste. If you already have this Drawback, you permanently lose 9% Perception.
68 to 76	Punctured Lung	Until fully Recuperated, you remain unconscious. You must undergo a successful surgery or suffer the consequences. Once a Punctured Lung has undergone a failed surgery, you permanently gain the Weak Lungs Drawback. If you already have this Drawback, you permanently lose 9% Willpower.
77 to 85	Splintered Elbow	Until fully Recuperated, you cannot use one of your arms as in pain. You must undergo a successful surgery or suffer the consequences. Once a Splintered Elbow has undergone a failed surgery, you can no longer use two-handed ranged weapons. If you already have this Drawback, you permanently lose 9% Combat.
86 to 92	Vitreous Hemorrhage	Until fully Recuperated, you cannot see as you're blinded. You must undergo a successful surgery or suffer the consequences. Once a Vitreous Hemorrhage has undergone a failed surgery, you gain the Black Cataract Drawback. If you already have this Drawback, you permanently lose 9% Perception.
93 to 100	Severed Artery	An arterial spray of blood marks your doom; you are instantly Slain!

FLYING CREATURES

Chapter 8: Combat assumes Characters are fighting on the ground. Although flight is an uncommon mechanic in **ZWEIHÄNDER**, some creatures possess the power to fly.

FLYING MOVEMENT: In the creature's Secondary Profile, it will indicate a range of Movement in yards 'while flying'. For instance, a Wyvern has values of Movement: 15 on foot and 18 while flying. This means that it can move at least 18 yards, either horizontally, vertically or diagonally in the air when using the Movement Action of Walk. Once a creature begins to fly, it must take at least one Movement Action on their Turn or spend 1 AP to hover. Otherwise, they immediately fall 9 yards at the end of their Turn. Recovering from a fall of this nature requires a successful (Challenging -10%) Coordination Test.

AIR-BORNE ATTACKS: Creatures in flight cannot Engage their foes as easily as someone could if they were on land. They must always use the Movement Action of Charge before making an attack with their melee weapons. When they Charge, however, their movement doesn't stop. Instead, they strafe by, making an Opportunity Attack and continuing their Movement. Using the example above, the Wyvern can fly 18 yards normally. This means it can Charge 12 yards, interrupt its movement for an Opportunity Attack and complete its movement 6 yards away. Those who are flying don't provoke Opportunity Attacks from their foes.

STRIKING FLYING CREATURES: Attacking a flying creature with a melee weapon is nearly impossible, as it's always out of reach. Unless the attacker is at the same altitude as the flying creature (such as being borne on the back of another flying creature), melee attacks simply fail. However, attacking them with ranged weapons can also pose a challenge. Assume that any Character attacking another from a lower altitude or on the ground imposes a more challenging Difficulty Rating.

BRINGING DOWN A FLYING CREATURE: Any time that a creature in flight suffers an Injury or is made to Bleed, it must immediately succeed at a (Challenging -10%) Toughness Test or be forced to the ground. It can take flight again afterwards, but must use the Get Up Movement Action first. Should a Character attempt to mount a flying creature or else become entangled with it, you can use an Opposed Test using Athletics or Ride, with the Target Number being three times that of the flying creature's [BB]. For instance, a Wyvern has a 7 [BB], therefore the Target Number to reach is 21 (7x3).

When mounted or entangled upon a flying creature, allow airborne Characters an Athletics Test for 2 AP to wrestle it to the ground. If the Character reaches the Target Number first, both they and the creature crash and burn, plummeting to the ground. In that case, the flying creature suffers falling Damage as normal, and the mounted Character suffers Damage as if they fell into water. If the creature reaches the Target Number first, it immediately initiates a Chokehold for 0 AP, as the Character cannot Resist. It may alternatively hurl the Character through the air to their doom.

CREATURE SIZE

The Bestiary in contains a number of creatures both small and large, ranging from those which scurry, have short legs or are slinky to those which have massive musculature, enormous height or long gait. There are four classifications of creature sizes: Small, Normal, Large and Huge. While we do not distinctly classify creature height and weight differently from player Ancestries, a creature's size primary modifies how many Fury Dice you add when dealing Damage with its weapons:

SMALL (S)

Any creature that is defined as being of a Small size is considered to be no heavier, taller or longer than a Human child (1 to 2 feet). Only a few examples exist in the Bestiary, such as the Boogan and Small Animal, but you could also include mostly harmless youngling Lower Orx and other Ancestries.

DAMAGE MODIFIERS: Small creatures normally do not add any Fury Dice to attack Damage, unless there are special circumstances (such as outnumbering foes, making a Melee Attack after Charging and other unique situations).

NORMAL (N)

Any creature that is defined as being of a Normal size is considered to be no heavier, taller or longer than an Ogre (3 to 9 feet). Some examples of Normal-sized creatures include all player Ancestries as well as Harpies, Lower Orx, most Skrzzak, Water Panthers and a host of other creatures.

DAMAGE MODIFIERS: Normal creatures use a 1D6 Fury Die to modify attack Damage, following the same standards presented in Chapter 8: Combat.

LARGE (L)

Any creature that is defined as being of a Large size is considered to be no heavier, taller or longer than twice the size of an Ogre (10 to 18 feet). Some examples of Large creatures include Adversary Demons, Basilisks, Fomori Huscarls, Jabberwockies, Talking Trees and some Swarms.

DAMAGE MODIFIERS: Large creatures use 2D6 Fury Dice to modify attack Damage.

HUGE (H)

Any creature that is defined as being of Huge size is considered to be three times heavier, taller or longer than an Ogre's normal size (19 ft and more). Some examples of Huge creatures include Broodmothers, all Higher Demons, Dragon Turtles, Nephilim, Pit Dragons and Tlaloc.

DAMAGE MODIFIERS: Huge creatures use 3D6 Fury Dice to modify attack Damage.

OTHER CONSIDERATIONS

You have the freedom to change any creature you feel best appropriate into a different size of itself. However, this also changes the way the creature will operate in combat situations and modifies their tactical behavior:

Bigger creatures are easier to strike. However, they are less prone to being affected by Perilous Stunts (if at all in some cases). Adjust the Difficulty Rating more in the player's favor on the Difficulty Rating Chart when attempting to strike them with Attack Actions. However, penalize them to the same degree when they attempt to use Perilous Stunts against bigger foes.

Bigger creatures are at a disadvantage when Dodging and Parrying attacks from smaller enemies. Adjust the Difficulty Rating in the player's favor on the Difficulty Rating Chart in these cases. However, penalize them to the same degree when they attempt to Dodge or Parry a bigger creature's attacks.

Bigger creatures also possess weapons or armor proportional to their size which would be unable to be wielded by most player Characters.

WHEN DOES COMBAT STOP?

Once either side is defeated or yields, combat is over. Yet, not every fight needs to end in the wholesale slaughter of the other side. Most sapient creatures understand when they've been beaten, when it's time to give up. Bargains can be struck, former enemies can be made allies, foes can be brought to heel and others can be forced to flee at the first sign of danger. Animals defending their young may fight to the bitter end, but others may flee at the first sight of imminent danger. It will probably be more beneficial to capture an enemy who holds important intelligence or information than simply spitting them on the end of your spear. A politician (or Abyssal fiend for that matter) may attempt to strike a bargain with his captors in exchange for release. While death is certainly the foregone conclusion in most fights, it should not be the only option. Sparing their enemies (particularly if Characters have a 'heroic' reputation to uphold) can create interesting plot developments during the adventure.

Pacing and realism should always be at the forefront of a combat encounter. Know when to dial up the momentum of a fight, and when to throttle it back. If the players are soundly defeating their enemies, it's time to hang it up – don't continue rolling dice at this point. Simply assume that foes give up, run away or are slaughtered by the players. All the same, pay attention if enemies have a significantly upper hand over Characters. Even if the players stand stubbornly against their enemies, despite the odds, perhaps offer a truce or an opportunity for escape. Surrender may be a good option or perhaps even capture. However, never force these things upon players – give them the choice, so they retain agency over their Characters. And yes – if players want to stubbornly stand against foes who clearly outclass them, then let them, but only after presenting them with options for escape or otherwise.

CHARACTER DEATH

It is inevitable that players may lose a Character permanently, once all their Fate Points are sacrificed. While no one enjoys losing something they've spent weeks or months building, you should always give players an opportunity to narrate how their Character passes. Parting words or a post-game session eulogy would be a perfect way to allow a creative player an outlet to deal with their Character's passing. This sense of drama helps underscore the reality of the campaign world they live within, but also helps cement Characters who've died into the annals of its history. Find a creative way to write them into the history of the campaign world. There's nothing more exciting to players than having their new Character happen across the story of their former Character's death from a NPC's mouth.

WHEN FOES ARE SLAIN!

Depending on which weapon Type was used to kill someone, you can randomly roll D100 to determine the manner of their death. Narrate the gory details at your discretion. We recommend to save the gory descriptions for when a climactic battle ends or only when an important enemy is killed.

D100	BLADED WEAPON SLAIN! DESCRIPTION
1 to 16	Your weapon carves an arc from your foe's temple through the jaw and deep into the shoulder, causing you to be showered by an arterial spray of blood.
17 to 25	Your weapon carves deeply into your foe's hip and pelvis, severing the near leg from the body before burying itself into the far leg. They slide off your weapon slowly, dead before their body hits the ground.
26 to 33	Your weapon cleanly arcs through the belly of your foe, disemboweled. Fighting for air, the stomach cavity opens and closes with every breath, appearing like a grim smile as they fall face first to the ground.
34 to 41	Your weapon cleanly severs the head of your foe from their neck. The head lands and rolls a few yards away, their mouth madly working in a futile attempt to gasp for air.
42 to 49	Your weapon crashes into the shoulder of your foe, tearing a ragged arc through the chest cavity before emerging near the hip. The flesh slips away from the ribcage like an unzipped coat, revealing musculature and viscera within.
50 to 58	Your weapon drives deep into the chest of your foe, fracturing ribs, puncturing a lung, and finally severing the heart and aorta, showering both of you in a fountain of blood.
59 to 67	Your weapon drives into the inner thigh of your foe, lacerating the femoral artery. They collapse in a spray of blood, which continues to spurt rhythmically for a few moments until they expire.
68 to 76	Your weapon drives through your foe's shoulder and carries on into the chest cavity. Shocked, they slide slowly off your blade and onto the ground in an ever-widening pool of blood, where they remain twitching, until inevitable death occurs.
77 to 85	Your weapon drives through your foe's shoulder and fractures the end of their collarbone. A thin wheezing can be heard, as the bone penetrates into the lung. Gasping for air, they grasp at their chest until expiring, blood effervescently foaming from their nose and mouth.
86 to 92	Your weapon slices across and opens the abdomen, spilling entrails about your foe's feet. They desperately attempt to gather them into their hands and shove the entrails back inside. Instead, they collapse to the ground, slumping over with their hands buried wrist-deep into their belly.
93 to 99	Your weapon slices cleanly through your foe's lower jaw, as several teeth are immediately broken and the tongue lolls on the ground, twitching. Blood loss is significant as they expire within a few moments.
100	Your weapon slices deep into the side of your foe, fracturing the ribs and lacerating a kidney before finally lodging in the spine. Their knees buckle, as you kick them off the end of your blade.

D100	CRUSHING WEAPON SLAIN! DESCRIPTION
1 to 16	Your blow crashes into the meat of your foe's thigh, fracturing the femur and lacerating the femoral artery. Your opponent crumbles in a heap, as their leg turns purple and swells visibly, right before your eyes.
17 to 25	Your blow lands with a resounding crack against your foe's sternum, fracturing it and compressing the heart beneath. Unbeknownst to them, the shearing force has lacerated one of their coronary arteries. As blood fills the pericardial sac, they begin to convulse violently on the ground until death.
26 to 33	Your blow smashes into the chest of your foe, cracking the sternal plate and tearing through the tissue of the lungs. They stagger back, cough up a gout of frothy dark fluid and collapse.
34 to 41	Your blow smashes into your foe's hip, driving the femur from its socket with an audible SNAP! Collapsing to the ground, a large, slick white bone adorned with shredded tendons protrudes gracelessly from the ruins of their hip. The chest continues its ragged rise and fall in the midst of a rapidly expanding pool of blood until death occurs a few moments later.
42 to 49	Your foe twists to avoid your blow, but it crashes against their back, fracturing the spine. They fall to the ground, both legs folding upon themselves like a rag doll.
50 to 58	Your weapon caves in the side of your foe's skull with a nauseating crunch. Death is inevitable, but they continue to cling on for a few more moments, convulsing in small circles on the ground.
59 to 67	Your weapon crashes into your foe's shoulder, rending the humerus from its ligamentous insertions onto the scapula. The limb is useless, hanging loosely by a few shredded bands of sinew and muscle before they keel over dead a few moments later.
68 to 76	Your weapon crushes the pelvis of your foe, driving large shards of bone into the descending aorta. Falling over into a heap, they die shortly after a brief, gurgling moan escapes their lips.
77 to 85	Your weapon crushes the skull of your foe like an eggshell, spattering both of you with blood and grey matter. Death is immediate!
86 to 92	Your weapon demolishes the shoulder joint, rending bone and sinew before crashing through the ribcage. They fall to the ground, convulses once and then never moves again.
93 to 99	Your weapon shatters your foe's arm and carries large shards of bone and tissue through the ribcage and into the lungs. Shocked, they cough up a torrent of bright red blood before finally slumping to the ground.
100	Your weapon smashes into the side of your foe's head, causing immediate hemorrhaging. Surprisingly, the only discernible result is a minor nosebleed. They stagger, confused for a moment, and then suddenly fall over dead.

D100	GUNPOWDER WEAPON SLAIN! DESCRIPTION
1 to 16	Your shot shatters the clavicle of your target and carries through into the lung. Your foe staggers on their feet until toppling over. Paralyzed by pain, your foe is as rigid as a board, struck cartoonishly dead.
17 to 25	Your shot tears through the subclavian artery and vein just beneath the clavicle, causing blood to spurt rhythmically from the wound. Your foe collapses immediately and dies from shock.
26 to 33	Your shot passes through the arm and into the chest, where its passage is stopped by several vital organs. Death from internal hemorrhaging is instantaneous.
34 to 41	Your shot smashes through the jaw and blows open the vertebral artery, causing your foe to cough and choke against a torrent of blood. Slowly, your foe lowers themselves to the ground and sits, glassy eyes staring off into the distance. Here they remain, dead.
42 to 49	Your shot drives through the bridge of the nose, carrying fragments of bone deep into the brain. Your foe collapses immediately, as death comes knocking.
50 to 58	Your shot penetrates the forehead, causing your foe to sway momentarily as a small rivulet of blood runs down their face. Moments later they collapse, dead before hitting the ground.
59 to 67	Your shot enters just beneath the sternal plate and tears through the aorta, the largest blood vessel in the body. Death from internal hemorrhaging is inevitable.
68 to 76	Your shot buries itself deep within the chest cavity of your foe, ripping through the ventricles of the heart. Death from massive blood loss is instantaneous.
77 to 85	Your shot shatters the kneecap and lodges in the joint of the knee, causing a nauseating grinding sensation as your foe feebly tries to walk forward. Suddenly, they pass out... but the grinding sound can still be heard as they work their legs back and forth like a dying animal.
86 to 92	Your shot tears through the internal iliac artery in the hip, causing rapid blood loss. Your foe collapses and dies almost instantly.
93 to 99	Your shot tears through the upper leg, opening the femoral artery and fracturing the neck of the femur. Death from massive blood loss is instantaneous.
100	Your shot instantaneously blasts the head off your foe, terribly ripped from their neck. The stump is a horrid, smoldering mess of burnt flesh and broken bones.

D100	MISSILE WEAPON SLAIN! DESCRIPTION
1 to 16	Your missile drives deep into the leg, tearing artery, muscle, and bone. Blood pours in torrents from the wound and your foe staggers momentarily before falling face first into the ground.
17 to 25	Your missile enters at the bridge of the nose and buries itself in your foe's skull. They fall backward, dead long before they strike the ground.
26 to 33	Your missile enters the eye socket and exits the back of the skull. Their eye is completely destroyed and likely skewered upon the end of your ammunition. Screaming, they die grasping their socket.
34 to 41	Your missile enters the shoulder at an angle and exits at the back of the neck. Your foe sways for a moment, uncertain, before their legs buckle and collapses to the ground.
42 to 49	Your missile fractures a lower rib and tears through the diaphragm. Your foe's respiration is ragged and shallow as they attempt to breathe but fails.
50 to 58	Your missile fractures the clavicle of your foe and severs the subclavian artery before finally lodging itself in the meat of the shoulder. Massive blood loss occurs as they die a few moments later.
59 to 67	Your missile penetrates the sternal plate and transfixes the heart. Shocked, your foe looks down and coughs up a gout of blood before crumpling to the ground, dead.
68 to 76	Your missile plunges deep into the belly and emerges through the spine. Your foe falls to the ground and seizes for a few moments, and then vomits a bilious fluid before finally dying.
77 to 85	Your missile shatters the femur and lays open the femoral artery, which sprays a fountain of blood. Your foe falters and collapses to the ground.
86 to 92	Your missile shatters the teeth of your foe and lodges in the back of the neck, transfixing the spinal cord. They drop to the ground immediately in a heap.
93 to 99	Your missile sinks deep into the hip, shattering the pelvic bone. Blood loss is significant. They walk with an ungainly limp, pleading with you for mercy... until death comes.
100	Your missile strikes the area between the shoulder and the chest, burying itself down to the fletching and protruding between the ribs of your foe's back. Their knees buckle and they fall to the ground. A soft, sucking noise emanates from the wound in conjunction with a few brief, ragged respirations. Then, all is still.

RISK FACTOR

Every creature in **ZWEIHÄNDER** is classified with an estimated level of danger, called Risk Factor. Much like how Characters are classified by Basic, Intermediate and Advanced Tiers, creatures in **Chapter 12: Bestiary** are designed with an analogous principle reflected as Basic, Intermediate and Advanced Risk Factor. However, creatures have an additional layer of sub-categorization called Notches: (Low), (Medium), (High) and (Unique). When combined together, this gives you an idea for how powerful they would be when compared against any Profession within the Warrior Archetype in their Basic Tier.

The adventuring party's size generally has an impact on how many Characters it would take to defeat creatures. Those creatures with a (Low) Notch can be handled one-on-one by Characters in the same Tier, whereas those of (Medium) Notch require at least three allies in the same Tier to have a fighting chance and (High) or (Unique) Notch requires an adventuring party of six or more Characters of the same Tier to defeat.

CRAFTING ENCOUNTERS

While the methodology is not totally perfect, you can use Risk Factor and Notches as a guideline to better craft memorable combat encounters. Used as a benchmark, it should help you determine how creatures stack up against Characters, agnostic of Fortune Points, Fate Points, tactics, random dice rolls and trappings. Not all encounters need be evenly matched with Characters, however. It is not always necessary to 'balance' fights against the Characters, but instead to be cognizant of the danger they may pose and let it influence the narrative when you communicate these things to the Characters. Using the examples below, you should be able to get an idea how each Risk Factor stacks up against the Characters in their Tiers:

BASIC: Creatures of this Risk Factor would prove a simple challenge, requiring but a handful of Turns to properly defeat one-on-one. Should the Characters outnumber them, they should be easily defeated within but a few Turns.

INTERMEDIATE: Creatures of this Risk Factor are of an ample challenge to any Profession. When matched one-on-one, it may take several Turns to defeat on their own, without aid from other Characters. If outnumbered, it may require less Turns to defeat, but remains a great challenge no less.

ADVANCED: Creatures of this Risk Factor are nearly impossible to defeat on their own without significant aid from allies in the Advanced Tier. Generally, these foes are either well-equipped, have use of Magick or can hurt multiple Characters with ease. These creatures are immensely challenging, even to those within the same Tier.

ELITE: There is also a final Elite Risk Factor. There are but a handful of creatures who possess this Risk Factor in the Bestiary. Foes classified as such are unique and should be used sparingly, for they promote terrible outcomes for even the most experienced of Characters. Elite creatures make perfect 'boss-level' foes.

NARRATIVE CONSIDERATIONS

Not every combat encounter takes place on flat terrain, on the same level or bereft of bad weather. Imposing negative circumstances upon combatants can instill a sense of ever-changing, tactical situations. Here are some added suggestions for how you can change the terrain or add other features into a combat encounter:

BAD WEATHER: Patterns of erratic weather, such as vicious downpours, a blizzard or perhaps even a rain of frogs is an interesting way to spice up a combat encounter. Imposing additional difficulty to land ranged shots or even be heard when shouting in the middle of a terrible storm can raise the tension or simply render certain tactics players are accustomed to useless.

COVER: Cover can be any upright hard surface which one may hunker down behind. It may be a low stone wall surrounding a garden, stacked crates, a broken-down carriage, a leaning lamppost, the corner of a nearby building or maybe even the desiccated corpse of a massive beast. Cover is almost required in order to hide, unless there's little light for foes to see by. While we have already spoken of the benefits of using cover in **Chapter 8: Combat**, you may wish to allow attackers to make a Stealth Test after firing a ranged weapon to hide again.

DIM LIGHT: The waning of a torch or dwindling of a lamp's flame may impose additional anxiety upon players. You may want to consider having players track the number of hours remaining for each flask of oil or torch. Maybe as every hour passes, they must succeed at a Resolve Test or else suffer 1D10+1 mental Peril from anxiety. Or, perhaps the low light plays into their favor, allowing them to get the jump on their enemies. **Chapter 7: Trappings** has additional information about illumination, including lines

FOG, MIST & SMOKE: Obscuring the ability to see clearly can add a sense of tension and danger. In these situations, you may wish to have players succeed at Coordination Tests to keep from falling down while Charging or Running. You may wish to penalize ranged weapon attacks during these conditions as well.

HIGHER GROUND: Being perched upon the edge of a rooftop or over-watching on a hill can provide a distinct advantage to attackers. Defenders may be put on the run or perhaps they'll have to seek cover from a turkey shoot. Perhaps those who stand on higher ground may lower the Difficulty Rating to fire upon defenders down below? Maybe they instead have a better chance of spotting an ambush? The choice is yours

INTERESTING LOCALES: Not every fight needs to take place on the battlefield. Setting up an encounter inside an old windmill, amidst a parking yard for wagons outside a coaching station or waist deep in a midden heap may cause players to think twice before leaping into the fray. Hiding behind the fans of a turning windmill to narrowly escape arrowshot or using the thick muck of a dung heap to drown a foe in would make an interesting and exciting change of pace for the Characters.

COMBAT OPTIONS

Unlike other role-playing games, **ZWEIHÄNDER** has a very tactically-aligned combat system. However, the speed in which it plays out may not be to your liking. The following outlines additional rules you can 'plug and play' into your own game.

ALTERNATIVE WEAPON DAMAGE

In **Chapter 8: Combat** under *Step V: Roll Damage*, it explains that Damage is generally calculated by referring to [CB]+1D6 Fury Die. However, you can alternatively use Damage by weapon type. In these cases, you'll refer to the weapon's alternative Damage calculation on the table to the right and then roll a 1D6 Fury Die to determine Damage.

SIMPLE MELEE	ALTERNATIVE DAMAGE
Bare-handed	BB
Blackjack	CB
Bullwhip	NONE
Cudgel	CB
Dirk	AB
Fire-hardened spear	CB+1
Garrote	NONE
Improvised hand weapon	BB
Knuckleduster	BB
Rapier	AB+1
Shiv	CB
Splitting maul	CB+1
Staff	BB
Stiletto	CB
Threshing flail	CB
Woodsman's axe	CB

SIMPLE RANGED	ALTERNATIVE DAMAGE
Blunderbus	CB
Bolas	NONE
Bottle bomb	CB
Francisca	CB+1
Hunting bow	AB+1
Improvised throwing weapon	BB
Javelin	CB
Light crossbow	CB+1
Shepherd's sling	CB
Throwing knife	AB

MARTIAL MELEE	ALTERNATIVE DAMAGE
Battle axe	CB+2
Court sword	AB+2
Estoc	AB+2
Flanged mace	CB+1
Main gauche	AB
Military lance	CB+3
Misericorde	AB
Morgenstern	CB+2
Mortuary sword	CB+1
Pike	AB+3
Pole cleaver	CB+3
Sabre	CB+1
War hammer	CB+3
Zweihänder	CB+3

MARTIAL RANGED	ALTERNATIVE DAMAGE
Arbalest crossbow	CB+2
Arquebus	CB+2
Composite bow	AB+2
Dragon pistol	CB
Dueling pistol	CB+2
Flintlock pistol	CB+1
Longbow	AB+2
Musket	CB+3
Three-barrel pistol	CB

MULTIPLE ATTACKS

Although **ZWEIHÄNDER's** default combat system doesn't include multiple attacks, it is very easy to include them in your own game. A word of warning: if you are using this combat option, it is very likely that death will be far more common. Characters who wish to attack more than once during their Turn can make multiple Melee or Ranged Attack, with these limitations:

- Each attack costs 1 AP. So if a Character makes three attacks, it cost 3 AP.
- The first attack suffers a -10 Base Chance, the second a -20 Base Chance and the third a -30 Base Chance. You can translate this into making the Difficulty Rating harder instead of having a player track this themselves.
- Each successive attack can be made at different targets, providing they're Engaged with the Character for melee, or at least within three yards of one another for ranged.
- Ranged weapons cannot be used for multiple attacks, unless the Character can Load their weapon for 0 AP, the weapon possesses the Repeating Quality or the Character is holding an already loaded, one-handed ranged weapon in either hand.
- When attacking with a weapon in an off-hand, they must also flip the results to fail their Skill Test (unless they have the Ambidexterity Talent).

PIECEMEAL ARMOR

In order to emulate a more 'gritty' system of distinct Injuries and hit locations, you can make easy changes to your game by introducing piecemeal armor rules. In this case, a Character will wear but one kind of armor on that location.

For instance, a Man-At-Arms may be wearing padded armor on their body and head, but have munitions plate on their arms and legs. Under these rules, Character can wear different types of armor on these specific locations: head, arms, body and legs.

Armor in these cases never 'stacks', nor can they be worn atop one another without gaining the Ill-Fitted Quality from **Chapter 7: Trappings**. This means a Character cannot gain the Damage Threshold Modifier for both leather and brigandine if they are wearing both types on their body. Instead, they should refer to the 'best' type of armor they have on.

As an example, leather has a Damage Threshold Modifier of 2, whereas munitions plate has a Damage Threshold Modifier of 5. In this case, you'd refer to the Damage Threshold Modifier of 5.

PRICING MODEL: When a Character intends to purchase or resell a piece of armor, refer to the table on the next page for base values. It also includes a proper name for the armor piece being worn, followed by parts it covers.

FUR OR HIDE	PARTS COVERED	COST
Cloak	1 arms, body & head	5gc
Chaps	1 legs	1gc
Cape	1 arms & body	4gc
Mantle	1 body	2gc
Hood	1 head	5ss

QUILTED	PARTS COVERED	COST
Aketon	1 arms, body & legs	9gc
Leggins	1 legs	2gc
Gambeson	1 arms & body	8gc
Doublet	1 body	4gc
Arming cap	1 head	10ss

LEATHER	PARTS COVERED	COST
Gaiters	2 legs	4gc
Buff Coat	2 arms & body	14gc
Jerkin	2 body	8gc
Capeline	2 head	1gc

BRIGANDINE	PARTS COVERED	COST
Jack	3 body	13gc
Surcoat	3 arms, body & legs	29gc
Cuisses	3 legs	7gc
Barbute	3 head	2gc

MAIL	PARTS COVERED	COST
Hauberk	4 arms, body & legs	58gc
Chausses	4 legs	13gc
Byrnie	4 arms & body	46gc
Haubergeon	4 body	26gc
Coif	4 head	7gc

MUNITIONS PLATE	PARTS COVERED	COST
Breastplate	5 body	35gc
Pauldrons	5 arms	26gc
Schynbalds	5 legs	17gc
Aventail	5 head	10gc

FULL PLATE	PARTS COVERED	COST
Breastplate	6 body	72gc
Spaulders	6 arms	54gc
Greaves	6 legs	36gc
Bascinet	6 head	17gc

QUALITY CHANGES: If a Character is wearing any other armor type besides cloth on their body, they immediately lose the benefits of Natural while the Dangerous Quality is only referred to if that specific body part is struck. The same goes for Heavy – this Quality is always in effect, even if a Character is wearing this style of armor simply on their head or legs.

ENCUMBRANCE: When determining the Encumbrance of piecemeal armor, always refer to the Encumbrance value of the heaviest armor the Character is wearing.

HIT LOCATIONS: With use of piecemeal armor, it may behoove you to use random hit locations to determine whether a foe's condition moves down the Damage Condition Track negatively. While this does require some additional effort on your part to track the head, arms, body and legs of your foes, you can use a sticky note to lay over the Bestiary entry to keep track of the locations.

In these cases, when a Character rolls to strike with a melee or ranged weapon, refer to the units die to see where it landed. This means that if they roll a 45%, you'll use the face '5' value. Once you have this number, refer to the table below to determine where they struck:

Head: face '1'

Arms: face '2-4'

Body: face '5-8'

Legs: face '9-10'

CALLED SHOTS: When using these rules, players want to strike a foe where they are least protected. Given the frantic nature of combat, it may be a good idea to have players make an (Easy +20%) Warfare Test to determine where their enemy's least protected body part is located.

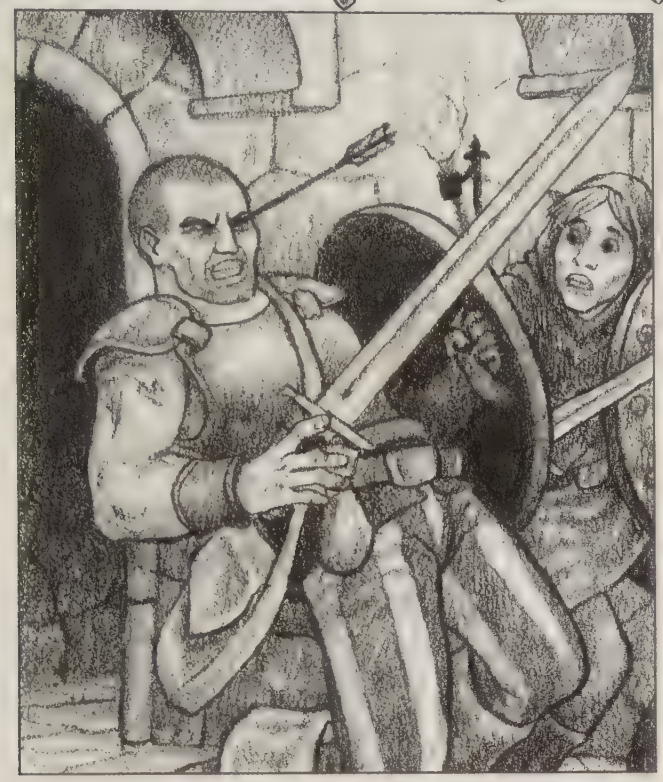
Once they do so, you need to adjust the Difficulty Rating of the Called Shot. Use the following chart to start figuring out how to translate into Difficulty Rating:

Head: (Arduous -30%) Combat-based Skill Test

Arms: (Challenging -10%) Combat-based Skill Test

Body: (Standard +/-0%) Combat-based Skill Test

Legs: (Hard -20%) Combat-based Skill Test



HIT LOCATIONS & INJURIES: Hit locations may also have an impact on what specific Injuries a Character may suffer. Use your best judgement when selecting Injuries.

ALTERNATIVE ENCUMBRANCE

As opposed to tracking all Encumbrance Values, you can have players 'slot' their items about their person. Essentially, this means that every trapping a Character has must be stowed somewhere. The following list describes the most common slots and what they can typically carry. Remember, common sense trumps the rules – if you feel it's unrealistic for a Character to easily carry something, let them know and apply Overage.

Head: You can wear piecemeal armor on your head

Arms: You can wear piecemeal armor on your arms

Body: You can wear piecemeal armor on your body

Legs: You can wear piecemeal armor on your legs

Hands: You can slot either 2 one-handed weapons, 1 two-handed weapon or 1 one-handed weapon and shield in your hands

Belt: You can slot 1 one-handed weapon or 2 smaller one-handed weapons, such as pistols or dirks

Back: You can carry a backpack or other carrying device to slot away other smaller trappings here; alternatively, you can carry 1 two-handed weapon or 2 one-handed weapons

Boot: You can slot a smaller object, such as a dirk or pistol

You should never under any circumstances allow a Character to slot away excess armor. Simply apply it directly to Overage.

MORALE CHECKS

If the odds are stacked against intelligent enemies, they may give up or flee if provided with the opportunity. Particularly honorable foes or those who value their lives are more likely to lay down their sword and give up, but pack creatures are likely to simply take flight. However, if you'd rather rely on random chance, you can use this quick and dirty method to check morale in the face of danger. Humanoids and Mutants are the most likely type of foes to make morale checks, creatures which are Abyssal and Supernatural in nature may be more mentally resolute, while Animals and Beasts may be unable to comprehend whether the number of Characters will affect their chances of victory or defeat.

As an option, make morale checks for the enemy when either the leader is Slain! or when the enemy is vastly outnumbered. Have them make a Resolve Test, using the situations described below to determine the Difficulty Rating:

(Trivial +30%): One of a foe's companions suffers a Moderate Injury

(Easy +20%): One of a foe's companions suffers a Serious Injury

(Routine +10%): One of a foe's companions suffers a Grievous Injury

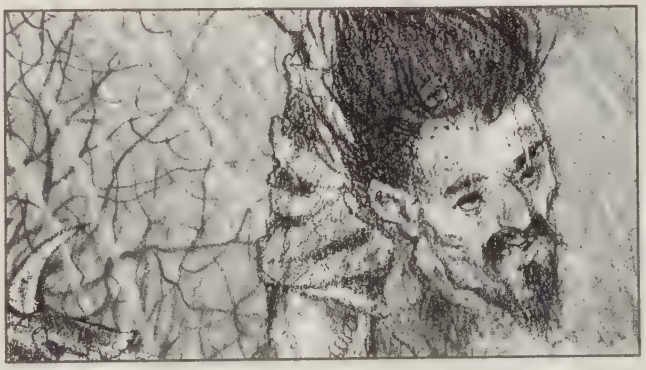
(Standard +/-0%): One of a foe's companions is Slain!

(Challenging -10%): Characters outnumber the foes 3:1

(Hard -20%): Characters outnumber the foes 6:1

(Arduous -30%): The foe's leader is Slain!

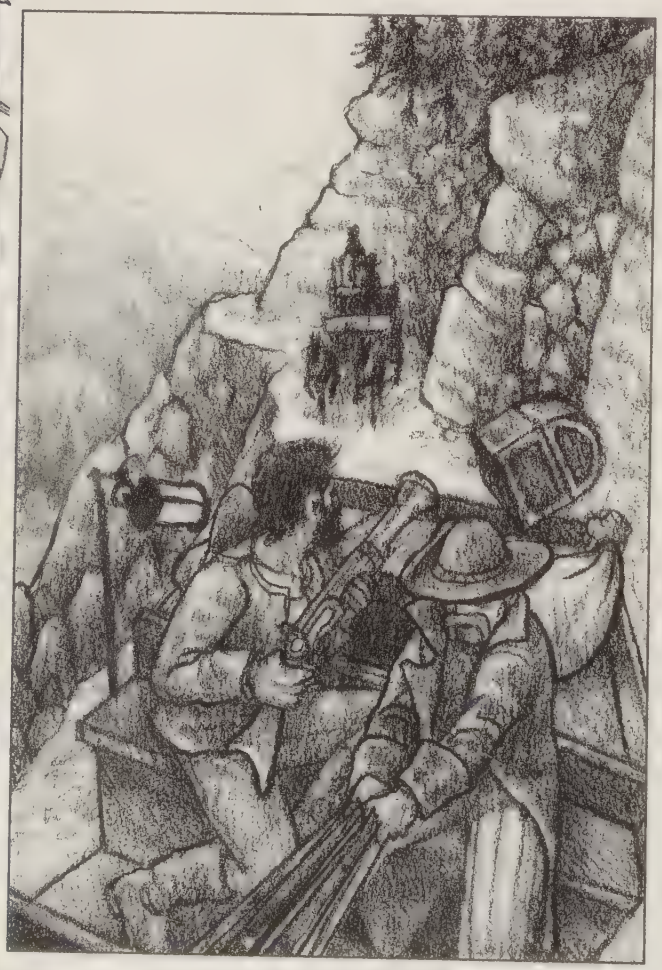
With a successful Resolve Test, the foes continue to fight. A Critical Success gives them the immediate benefit of Inspiring Words (unless already affected by it). Failure results in them giving up on their next Turn, whereas a Critical Failure causes them to potentially turn on their own allies in an attempt to save their own skin. A successful Leadership Test, however, may turn their failed Resolve Test into a successful one, providing that a leader is present.



CHASE SCENE RULES

At some point in the adventure, Characters are bound to find themselves caught up in pursuit of a bounty or on the run from villagers attempting to set their arcanist ablaze for meddling and heresy. Whether being pursued up and down the busy streets on market day, racing in hot pursuit of another carriage down the lane, chasing down a bounty on horseback, driving a cart down mountainous switchbacks or sprinting at a breakneck pace to escape the law, the thrill of the chase can be a compelling piece of a grim & perilous story.

Like combat encounters, all Chase Scenes use Structured Time, making reference to the Initiative Ladder. However, in a Chase Scene, time itself is malleable, with the length of time during the chase set by you, depending on how you wish to frame the story. It could be handled as a quick dash through the streets or a day long pursuit of a brigand's band on the road. It could result from the end of combat – as the Character's quarry attempts to flee – or as reaction to having their pocket picked by a ragamuffin in a marketplace. It may take place in the middle of Wilderness Travel or at the end of a Social Intrigue event. It may span just a few short minutes or several days of travel. The choice is yours, defined by what you wish to impress upon the Characters.



CHASE SCENE OVERVIEW

Below is a brief overview to follow when a Chase Scene is about to begin:

- Step I: Track The Chase
- Step II: Determine Head Start
- Step III: Begin Pursuit
- Step IV: Fatigue & Complications
- Step V: Resolve Round

STEP I: TRACK THE CHASE

A Chase Scene doesn't always have to play out in local movement as it would during a combat encounter. It may be framed within shorter local distances where pursuers can visibly see the people they're chasing (Yards), when hunters are following their quarry's trail in the wilderness (Miles) or even across a great divide where two marching armies are racing against one another (Leagues).

DISTANCES

When you begin a Chase Scene, you'll need to first consider what measure of Distance you intend to use. You'll refer to **Yards, Miles** or **Leagues**. Once you've made this decision, announce it to the players and establish an Initiative Ladder (as indicated in **Chapter 8: Combat**).

ESCAPEES & PURSUERS

PCs who are attempting to escape, otherwise called an Escapee, are always at the top of the Initiative Ladder. If there are multiple Escapees, rank them in order, based on their [AB]. The remainder of the Characters are called Pursuers and will determine their placement on the Initiative Ladder, ranked in order from highest Initiative roll to lowest. Write down every participant within the Chase Scene by their Character's name and track their [BB]. The Chase Scene Tracker can be found in **Appendix B**.

ESCAPE CONDITION

There are always circumstances which should lead to an Escapee getting away. This is defined by the Escape Condition. By setting an Escape Condition, it specifically spells out when an Escapee gets away.

When a Chase Scene begins, you need to set the Escape Condition. The Escape Condition determines how many Rounds the Escapee needs before completely eluding their Pursuers. For purposes of a Chase Scene, a Round is an indeterminate amount of time. It can be equal to either **Minutes, Hours** or **Days**. When using multiple Escapees, it is ideal to set the Escape Condition to the same value. Announce the measure of time you intend to use to the players.

Once you have determined the Escape Condition, record it somewhere out of sight of the players. Modify as you see fit:

SHORT CHASE (3 ROUNDS): A Short Chase is a good way to handle Chase Scenes for groups of five players or more at the game table. This allows every Character to have something to contribute over 15 minutes of real time.

LONG CHASE (6 ROUNDS): A Long Chase is ideal for a group of about four players, introducing more opportunities for random elements to occur during the chase. This also mirrors the average length of combat between equally powerful opponents in **ZWEIHÄNDER**.

EXTENDED CHASE (9 ROUNDS): Reserve this option only when you have three or less players sitting around the game table.

While the Characters are in a busy marketplace, a female guttersnipe decides to steal a bottle of wine from a nearby stall. Unfortunately, she fails her Skulduggery Test. While the peddler isn't wholly aware of the theft, one of the Characters (a watchman) is. As the Character calls for her to stop, the guttersnipe speeds off into the crowds. The GM determines there are only two participants – the Character and the guttersnipe. For this Chase Scene, it will be an Extended Chase (9 Rounds). Since they're relatively close to one another in the marketplace, Distances will be recorded in yards.

STEP II: DETERMINE HEAD START

A Head Start gives an Escapee or a Pursuer an initial boost of movement, adding a +3 bonus their Escape or Pursuit Value, but only on the first Round. Don't give a Head Start to both the Escapee and the Pursuer. It is more likely you'll give an Escapee a Head Start. Yet, there are times that smart Pursuers may be able to justify having a Head Start themselves. Make this decision before the chase begins.

STEP III: BEGIN PURSUIT

After rolling for Initiative, the Escapee will first set the Escape Value for that Round as they begin to run away. Following that, Pursuers will then take their Turns, pursuing after their quarry.

MOVEMENT DURING A CHASE

Most Chase Scenes take place on foot. However, some may take place atop a coach or by horseback. Naturally, this has an impact on how you calculate Movement for the Escapee and Pursuers. You can derive other types of Movement below. Players must take under consideration any Overage their Character may be suffering from:

- [BB]-3 when climbing (minimum of 1)
- [AB]-1 when sneaking (minimum of 1)
- [BB]-1 when swimming (minimum of 1)
- [AB]+4 on dog sled
- [AB]+5 on dray horse
- [BB]+5 on stagecoach or wagon
- [AB]+6 on palfrey horse
- [BB]+6 on fancy coach
- [AB]+7 on rouncey horse
- [BB]+7 on carriage
- [AB]+8 on courser horse
- [BB]+8 on chariot
- [AB]+9 on destrier horse or flying

ESCAPE VALUE

At the beginning of each Round, the Escapee will generate an Escape Value. It represents the relative Distance they're ahead of Pursuers that Round. The Escape Value is always placed at the top of the Initiative Ladder, displayed for all players to see.

The Escape Value is determined by adding the Escapee's Head Start+Movement+1D10 Chase Die. Calculate all results together to determine total Escape Value. Multiple Escapees may set different Escape Values, but always share the same Escape Condition.

The guttersnipe is now on the run. Her Head Start is 3 and adds it to her Movement of 4. Rolling a 1D10 Chase Die, it lands on face '8'. The Escape Value for the first Round is set at 15 (3+4+8).

PURSUIT VALUE

After the Escape Value is set, Pursuers will then take their Turns, following the order established in the Initiative Ladder. During their Turn, each Pursuer can begin to sprint towards the Escapee, in an attempt to catch them. The Pursuit Value is determined by adding their Head Start+Movement+1D10 Chase Die. Calculate all results together to determine total Pursuit Value.

Each time a Pursuer generates Pursuit Value, announce the Distance between them and the Escapee. If the Pursuit Value is equal to or in excess of the Escape Value, they can attempt to Capture an Escapee. If the Pursuit Value is less than the Escape Value, they are not close enough to do so and must continue the chase.

CAPTURE!

If their Pursuit Value is equal to or in excess of the Escape Value, a Character can attempt to grab and take down the Escapee. Immediately lower their Pursuit Value to the Escape Value, so that both the Pursuer and Escapee are Engaged.

Assuming that the Chase Scene is taking place on foot, this requires a successful Coordination Test, with the Difficulty Rating based on the situation. Here are a few suggested examples of Difficulty Ratings that can be assigned:

(Trivial +30%): Capture an Escapee when the Characters have them cornered.

(Easy +20%): Capture an Escapee while they are out in the open.

(Routine +10%): Capture an Escapee where other people in the crowd are barring them from sprinting away.

(Standard +/-0%): Capture an Escapee when in an easily-navigable alleyway.

Challenging -10): Capture an Escapee inside a (busy tavern.

(Hard -20%): Capture an Escapee in the darkness of night.

(Arduous -30%): Capture an Escapee in the middle of a busy thoroughfare within a large crowd of people.

If successful, the Escapee must immediately attempt to Resist by making a Coordination Test. The Coordination Test's Difficulty Rating is based on the Difficulty Rating of the Pursuer's Coordination Test and always translates into its opposite as a bonus or penalty. This means if the Pursuer's Coordination Test has a Difficulty Rating of (Routine +10%), the Difficulty Rating for the Escapee's Coordination Test is (Challenging -10%).

If the Pursuer's Coordination Test is successful and the Escapee's Coordination Test fails, the Escapee is caught and both the Pursuer and Escapee are removed from the Chase Scene (or the Chase Scene ends if they are the only Escapee). If the Pursuer's Coordination Test is a Critical Success, the Escapee cannot Resist being caught and is immediately removed, along with the Pursuer, from the Chase Scene. Upon a failed Coordination Test by the Pursuer, the Escapee continues sprinting away and the Pursuer immediately reduces their Pursuit Value by 1.

However, if the Pursuer's Coordination Test is a Critical Failure, the Escapee not only continues sprinting away, but the Pursuer immediately reduces their Pursuit Value by -3 as well.

ATTACKING?

Chase Scenes are focused on momentum. If at any point a Character wants to make an attack, it is better to immediately switch from a Chase Scene into a combat encounter.

STEP IV: FATIGUE & COMPLICATIONS

During a Chase Scene, Characters on both sides will grow tired and run the risk of stumbling into trouble or worse.

FATIGUE

Both Escapees and Pursuers can sprint without risk of tiring. You previously recorded the Characters' [BB] beside their name. Once an Escapee or Pursuer exceeds a number of Rounds equal to their [BB], they'll begin to tire. When they take their Turn thereafter, they must succeed at a (Challenging -10%) Toughness Test or suffer 2D10+2 physical Peril. If they Critically Fail, they suffer 3D10+3 physical Peril instead. If they ever reach Incapacitated!, they can no longer participate in the Chase Scene.

Fortunately for the watchman, his [BB] is 4. This means that on Round 5 and thereafter, the watchman must Resist fatigue when they generate a Pursuit Value. Unfortunately for the guttersnipe, their [BB] is 3. This means that they must Resist fatigue on Round 4 and thereafter when they generate an Escape Value.

COMPLICATIONS

During a Chase Scene, you may wish to introduce one or more Complications. It adds a random element of danger, introducing additional challenges for the Pursuers, but without wholly interrupting the Chase Scene.

While it isn't necessary to use Complications during every Chase Scene, it can prove to be an excellent way to pit Characters against not only their quarry, but the world around them.

In a Chase Scene, Complications are faced by the Characters with the lowest Escape or Pursuit Value at the end of a Round. They must roll a 1D6 Chaos Die. If it lands on face '6', they face a Complication. Complication tables can be found in **Appendix C**; however, you should feel emboldened to use these examples to create your own.

STEP V: RESOLVE ROUND

A Chase Scene continues until one of these situations is met:

Escape Condition is met by the Escapee

Escapee is taken down

Escapee or all Pursuers are exhausted

Escapee is Slain!

Escapee or Pursuers give up

If none of these conditions are met, return to Step III and continue the Chase Scene. Add the results to the original Escape and Pursuit Values. Continue Steps III, IV and V until the Chase Scene ends.

OVERLAND EXPLORATION

Despite the best attempts by sheriffs and wardens of the road, the wilderness is largely left untamed beyond civilization's borders. Ruthless bandits, foreign marauders and other creatures roam the wilds in search of plunder, food and fortune. The unforgiving weather, highland terrain and impenetrable forests can be nearly as deadly as those merciless denizens. The untamed wilds are perhaps the last foothold of the chaotic and uncivilized in a grim & perilous world. Fortunately, in the wilds, companions can make all the difference between life and death

WEATHER

For most grim & perilous campaign worlds, the general climate is one not unlike our own. Cooler temperatures prevail the further north you go, with warmer temperatures in the south. Precipitation peaks in spring and autumn, while snows come towards late autumn and winter. Summer tends to be hot and humid, interspersed with heavy rainfall in the early months while winters tend to be frigid and dry, with snowfall towards the end of winter.

Using the tables below, you can plot out patterns of weather throughout the season. These charts can help guide the narrative, when you describe the world around the adventurers.

D100	SPRING WEATHER DESCRIPTORS
1 to 10	Chilly, cloudy, hail, windy
11 to 20	Chilly, cloudy, rainy, breezy
21 to 30	Cold, thunderheads, rainy, stormy
31 to 40	Hot, sunny, humid
41 to 50	Mild, clear, breezy
51 to 60	Mild, overcast, drizzle
61 to 70	Mild, overcast, showers
71 to 80	Mild, sunny, breezy
81 to 90	Warm, clear, breezy
91 to 100	Warm, hazy, humid

D100	SUMMER WEATHER DESCRIPTORS
1 to 10	Hot, clear, breezy
11 to 20	Hot, hazy, humid
21 to 30	Hot, thunderheads, showers, stormy
31 to 40	Mild, clear, windy
41 to 50	Mild, hazy, humid
51 to 60	Mild, sunny, breezy
61 to 70	Sweltering, sunny
71 to 80	Warm, clear
81 to 90	Warm, sunny, humid
91 to 100	Warm, thunderheads, humid

D100	AUTUMN WEATHER DESCRIPTORS
1 to 10	Chilly, clear, windy
11 to 20	Chilly, cloudy, showers, windy
21 to 30	Chilly, hazy, foggy
31 to 40	Chilly, overcast, snowflakes, breezy
41 to 50	Cold, thunderheads, snowflakes, stormy
51 to 60	Hot, clear, breezy
61 to 70	Mild, cloudy, showers, breezy
71 to 80	Mild, hazy, foggy
81 to 90	Warm, clear, breezy
91 to 100	Warm, hazy, humid

D100	WINTER WEATHER DESCRIPTORS
1 to 10	Chilly, sunny, breezy
11 to 20	Cold, clear, windy
21 to 30	Cold, cloudy, snowflakes, breezy
31 to 40	Cold, cloudy, snowy, breezy
41 to 50	Cold, hazy, foggy
51 to 60	Cold, overcast, snowflakes
61 to 70	Cold, overcast, snowflakes, windy
71 to 80	Frigid, cloudy. snowy, breezy
81 to 90	Frigid, cloudy, snowy, windy
91 to 100	Frigid, thunderheads, hail, stormy

UNUSUAL REGIONS: The traditional weather patterns presented above assumes that most adventures take place in temperate regions. However, the patterns of weather in arctic and tropical areas are vastly different. Follow these recommendations for other climates:

Arctic: Refer to only the winter weather table.

Subarctic: Refer to the autumn and winter weather tables

Subtropical: Refer to the spring and summer weather tables

Tropical: Refer to only the summer weather table

ÆTHERIC PHENOMENA

Strange meteorological events have been known to transpire, particularly in areas where Magicks have been left to run unchecked. Flightless animals fall from the sky, an ill-omen to the simple-mind while a clear sign of chaos's influence to witch hunters. Massive dust storms may whorl around damned cities, while lances of plasma dance through the sky threatening ships.

OCCURRENCE OF PHENOMENA

When a Character causes a Chaos Manifestation and generates at least three face '6's, you can refer to the table below to describe Ætheric Phenomena in weather patterns. These patterns generally last one hour for Petty Manifestations, two hours for Lesser Manifestations and three hours for Greater Manifestations. The effects remain in play, following the Character who provoked the Chaos Manifestation, until the storm of corruption goes away.

Ætheric Phenomena generally never occurs in cases of Divine Punishment. However, you may wish to make exception to this if it's story appropriate. For instance, if a village priest had grossly defiled a church of their own faith, a god may send a localized rain of frogs to reign over the town, while a pestilence of locusts may destroy their crops.

D100	ÆTHERIC PHENOMENA	EFFECT
1 to 10	Acid Rain	All armor gains the Ruined Quality in an hour, unless shelter is found.
11 to 20	Black Blizzard	All Perception-based Skill Tests automatically fail.
21 to 30	Bloody Rain	All Characters suffer 2D10+2 mental Peril an hour, unless shelter is found.
31 to 40	Corruptive Windstorm	All Characters gain 6 Corruption an hour, unless shelter is found.
41 to 50	Dust Storm	All ranged weapon and Magick attacks at a distance greater than Engaged automatically fail.
51 to 60	Rain of Cats & Dogs	All Characters suffer 1D10+1 physical Peril an hour, unless shelter is found.
61 to 70	Rain of Fish, Frogs, Jellyfish, Lizards, Rats or Spiders	All Characters suffer 2D10+2 physical Peril an hour, unless shelter is found.
71 to 80	Rain of Frozen Creatures	All Characters suffers 1D10+1 Damage an hour, unless shelter is found. They do not suffer Injuries, however.
81 to 90	St. Elmo's Light	All Characters armed with metal weapons suffers 2D10+2 Damage an hour, unless shelter is found. They do not suffer Injuries, however.
91 to 100	Whirlwind of Fire	All Characters must succeed at a Coordination Test every hour or else catch On Fire, unless shelter is found.

ROADS, PATHS, RIVERS & SEAS

A number of hazards perch along paths to waylay travelers: bands of highwaymen, roving hosts of Mutants and the rare beast or two, all of which may beset them. While roads near cities are fairly well-maintained, roads between towns and villages are often nothing more than a well-worn muddy path, with a few landmarks along the way to indicate how far and what direction to go to reach the nearest settlement. Along such roads, well-maintained farmlands quickly give way to near unspoiled wilds, as roads can become difficult to discern in the tangle of forests.

ROAD: The best of roads are constructed of cobblestone or broken rock lain upon a bed of sand, whereas the worst are little more than clapboard lain over muddy ruts. The further away from the city you go, however, the worse the conditions become. The money to maintain the roads is typically raised by the toll gates and the collection of 'foot tax' by Bailiffs. It is not uncommon to pay a single brass penny (bp) for every foot a traveler and their beasts of burden have. While this may make it cheap for veterans whose progress is borne upon a false boot, it can become very expensive for traveling merchants who have several oxen towing their trade caravans. Tolls along roads nearest to the cities may demand even higher foot taxes in order to pay Reeves and the upkeep on the city's walls and other forms of protection.

PATH: Paths are little more than narrow scores in the earth between hills or even winding pathways with only a few rocks or two (and perhaps a sign indicating the nearest settlement) to denote where they lay. In fact, many merchants pay 'road wardens' to help them navigate where paths are lost to undergrowth, washed away in flash floods or indiscernible amid foothills or bogs.

RIVER: Waterways cross the landscape, generally running from a source in the mountains until they spill into the sea. While a great number of creeks and ponds mark the landscape, rivers remain major byways and trade routes, often bearing the lifeblood of many countries. Fortunately, river ways are safer and cleaner than overland travel, and while it is easier to transport goods in bulk, it is also more expensive. Locks are maintained along most major rivers and their tributaries, held by lock-keepers who draw tolls from passing ships. River barges are not uncommon, although wealthier merchants operate river boats as large as seagoing vessels. Most river routes are well known, so where there are snags or eddies that could potentially derail shipment, it is not uncommon for river boats to be followed by oxen trains on the river bank ready to pull a floundering boat from a sand bar. Such points along the river are also the likely spots for an ambush by river pirates.

SEA: Merchants and the like maintain a number of trading vessels, and are always looking to make additional revenues by charging travelers to book passage on commercial vessels. Unlike rent-to-hire stagecoaches, ships are not designed to specifically transport people alone, as they are borne with trade goods. Stowaways are generally treated with extreme discrimination, but shipmasters rarely bat an eye at a smuggler whose purse is large enough to hide their goods (or their slaves) among the merchants' own stock.

DISTANCES

Generally, the number of miles covered per day isn't an important consideration in a **ZWEIHÄNDER** game. Most players aren't going to ask for you to tell them how many miles they cover per minute or even per hour. However, you can make a few broad assumptions if you absolutely wish to track distinct overland distances.

TYPE	ROAD	PATH	RIVER	SEA
Dwarf, Halfling, Gnome (on foot)	10	5	-	-
Elf, Human, Ogre (on foot)	15	8	-	-
Chariot, wagon	15	8	-	-
Dog sled, stagecoach	25	13	-	-
Dray horse	30	15	-	-
Carriage, fancy coach	30	15	-	-
Horse (courser, destrier, palfrey, rouncey)	40	20	-	-
Fishing boat, raft, river barge, rowboat, skiff	-	-	20	-
Knorr, longship	-	-	15	30
Drakkar	-	-	18	35
Cog, merchant coaster	-	-	-	35
Galley warship	-	-	-	40

FORCED MARCH: If forcing animals or if Characters take upon a forced march to travel a greater distance in a day, increase the values above by 10 miles. However, they must succeed a (Hard -20%) Toughness Test or be left Incapacitated! at the end of the day, unable to Recuperate for 24 hours.

WATERWAYS: Faster-moving rivers and good headwind can quickly change the haste in which water-going vessels can move. If traveling downstream or with a good headwind, add +10 miles traveled. If traveling upstream, subtract -10 miles traveled.

BAD WEATHER: In cases of terrible weather by sea, subtract -10 miles traveled. It may even make water travel impossible or force sailors to make Pilot Tests to keep a ship from capsizing.

WILDERNESS TRAVEL RULES

The wilderness is unforgiving, yet every bit as formidable as a vicious bandit's knife; unkind to the weak, but lenient to those who understand bushcraft. The common folk rarely travel any great distance. Traveling far is commonly associated with those fated to band together for a cause; perhaps to strike out to demonstrate their heroism or as a necessary evil in order to see wrongs righted. However, from bandits and bad weather to highwaymen and rockslides, travel is not without its dangers and misfortune can intervene at times, exacerbating the dangers encountered. As GM, you may wish to sculpt the story by letting the flow of the narrative drive it, but there is much to be said for triggered inspiration where the roll of the dice nudges your creativity and that of the players.

Like Social Intrigue, Wilderness Travel uses Narrative Time. You are highlighting the most important parts of the journey by summarizing the important parts of what would potentially be slow, cumbersome and boring if handled in the way a combat encounter or Chase Scene flows in Structured Time.

THE PARTY: A party consists of all the Characters participating in the game session. It may also include any important NPCs. It is critical that the party is decided upon before you use the Wilderness Travel mechanics, as each member will be required not only to test their Skills, but to play an active role in the survival of everyone around them. Inconsequential NPCs such as camp followers, hirelings and the like shouldn't be considered a part of the party unless you intend to fully-flesh them out as active participants or important personalities.

WHEN TO USE WILDERNESS TRAVEL: Any time a party intends to travel for more than a day overland, the rules for Wilderness Travel can be used. Without direct reference to either Primary Attributes or Movement, it allows the GM to track how fast the party reaches their destination, to examine the hardships they face and to set the measure of danger assigned to each stretch of their journey. The journey and the travel raise various questions: how will they get there and by what means? Will they go by horse or on foot? Perhaps they will book a coach or ride in the back of a merchant's cart? Will it be a safe, quick journey or will it be filled with hardship and adversity? All of these questions must be answered in order to shape the narrative into a cohesive story.

DANGERS OF THE WILDS: Every journey involves some measure of danger. Which means that a party trekking over well-worn paths may still face the threat of robbery from highwaymen, encounter roads 'washed out by storm floods, stumble into the middle of a war band on the move, be forced to negotiate with a corrupt bailiff demanding taxes or avoid a blazing fire at a nearby farmstead that threatens those within. Even with the best-laid plans, things can go wrong. The wilderness is truly a daunting place, requiring planning, competence and the wherewithal to overcome the many challenges it presents.

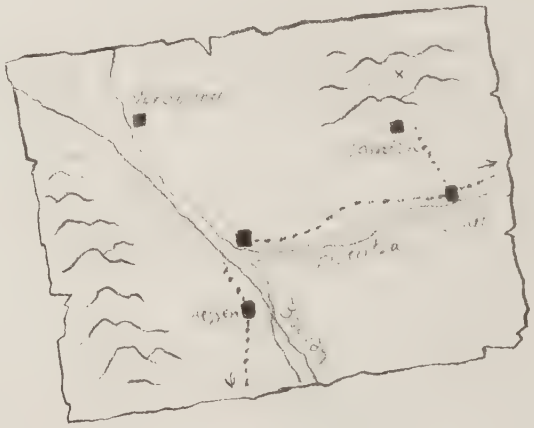
WILDERNESS TRAVEL OVERVIEW

Below is a quick guideline to follow when Wilderness Travel begins:

- Step I: Chart The Route
- Step II: Divide Into Stretches
- Step III: Terrain By Stretch
- Step IV: Threat Level By Stretch
- Step V: Define Roles In The Party
- Step VI: The Journey Begins

STEP I: CHART THE ROUTE

The party must jointly agree where they're intending to travel. It's likely that the destination will be influenced by story hooks you've introduced into your campaign world. Players will need to announce the destination to you, but feel free to suggest a destination if they are uncertain, or haven't realized the significance of important clues. Ideally, all of this exchange will be handled In-Character between the players as a part of the game session.



HOW TO GET THERE?

In general, a Character will know the area where they spent the most time in their Professions. Beyond this small region, reaching destinations beyond a few days' travel can prove difficult. If blazing a path through the wilderness to a remote mountain range, a lost settlement, a far-flung country or even unknown lands, the Characters need to inquire with locals or conduct independent research to find out about their destination and how to get there. Sages and cartographers can come in handy in these cases. If there are roads or other paths, they may well be traveled by reeves, merchants and herdsmen, and they can at least be asked for directions (if not the local history).

There are no specific rules to determine the best path. Encourage the players to think together creatively and react accordingly with their interactions with each other and Characters. Don't simply tell them how to get there. Interpret what the Character would realistically know about the world around them. Take into consideration their personal history, interactions, ethnic or Ancestral backgrounds. And when in doubt, let them conduct their own investigation to come up with ideas, drawn from their experiences in your campaign world. They will come to learn that well-travelled routes by land, river or sea are usually less dangerous than following shortcuts through the wilderness. You can also make suggestions on how they may employ their Skills to determine the path.

The party has embarked upon a mission to an unknown province to deliver a message to a merchant-prince. They know the road will be fraught with peril, but the risk is well-worth the reward. However, finding the best route there will be difficult, given that merchants don't readily trade outside the known borders. In order to determine a few landmarks along the path, the Characters split up in town: Grover Caldwell decides to pay a visit to an old gong farmer, originally from the eastern province, to ask about known roads. Natasha Steeples heads to a local bounty hunters' lodge, inquiring within about prison caravans that head east. Liem DuFrasne digs through his father's adventure diaries, seeking information about important way stations in the eastern province. Lyndon Geneveux goes to a local swill house and chats up a well-known raconteur to inquire if she's been that way (and perhaps if they can hitch a ride there with them). Hamish Claviger shakes down a local foreign thug to convince him to lead them there in exchange for his freedom. Exploring each of these different options, the GM then narrates the results.

"FAST-FORWARD" TRAVEL: You may summarize Wilderness Travel by simply telling the players, *"you take a coach for three days from this town to the next, encountering no danger along the way"*, and that's fine. Sometimes, it is important to the story arc to not bog down the game session in this way. If they're not actively leading the journey (for example, if they chartered a coach or river ship), it's not necessary to continue with the next steps. However, if they are striking out on their own, whether by cart, coach, horse, wagon, ship or on foot, you need to make an important decision: will you quickly summarize their travels following the example above or will you play out the journey as a major part of the story?

If you choose not to 'fast-forward' through overland travel, use the guidelines below to begin framing the journey.

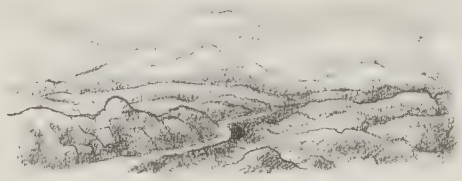
STEP II: DIVIDE INTO STRETCHES

Whether referring to a homemade map, a published campaign world's map or some other resource you've identified for locations in your campaign world, indicate to the players what the route is and give a rough estimate of the overall distance from where they're starting and where they'll end up. As exact distances outside of a few days away or several weeks abroad are largely unknown by the uneducated masses of a grim & perilous world, it is unnecessary to give distinct distances in miles or even leagues, unless you feel it's relevant to the narrative. Naturally, the route likely won't all be on demarcated roads or well-worn paths. It could cross untracked forest, follow low hills and river valleys or even be by sea. But you must consider breaking up the trip into manageable legs or 'Stretches'. Whatever you choose, you will need to track what sort of Stretch each distinct distance is. The Wilderness Travel Tracker can be found in **Appendix D**.

PACING: Each Stretch creates an itinerary of the journey, giving you the opportunity to pace Wilderness Travel over several scenes. It gives clear milestones where the party can begin and end each leg of their journey. It also communicates to the players opportunities for the party to Recuperate, resupply, investigate and interact with one another and NPCs (especially if the Stretch terminates in a settlement). But most importantly, it helps you determine how many Toughness Tests you should have the party make over the route's course. Toughness Tests are required by each party member to survive the hardships of the wild without succumbing to fatigue.

DAYS OF TRAVEL: The length of a Stretch is abstract in some regard, but also distinct as it segments distance between waypoints, landmarks, cities, villages and other notable geographic points in your campaign world. Simply consider the relative distance between these waypoints, regardless of whether they're ten, fifty or one hundred miles from one another. Decide roughly how many days of travel it will take to cover the Stretch. This will determine how much provisions the party must bring.

Dividing the route into Stretches is primarily the province of you as the GM. It is unnecessary to disclose the exact mileage to the players unless you feel it adds to the story. While you certainly don't want to bog down each Stretch with numerous side quests or story hooks, it can help you introduce rumors, new people, minor events or smaller plot points to reinforce the verisimilitude and believability of a living campaign world.



SHORT STRETCH

A Short Stretch may be the distance between villages, the distance from a town to a roadside coaching station or hunter's lodge a day or so from civilization. Anywhere from a day to one week's travel is a good measure of the time needed to complete a Short Stretch. You should call upon each member of the party to make one Toughness Test during this time, immediately after Role Checks have been made.

MEDIUM STRETCH

A Medium Stretch may be the distance across a vast forest, over foothills leading to a mountains or along the coast of an uncharted island. Over one to two week's travel generally describes the distance of a Medium Stretch. You should call upon each member of the party to make two Toughness Tests; once at the beginning of travel after Role Checks have been made and the other near its end.

LONG STRETCH

A Long Stretch may be the distances required to pass through a mountain range into an adjacent country, explore the coast of a lost continent or blaze across a great, unsettled plain. Travel over three weeks and beyond constitutes a Long Stretch. You should call upon each member of the party to make three Toughness Tests during this time; once at the beginning of travel after Role Checks have been made, a second one in the middle and the final third near the end.

The Characters will start their journey in Minuet, landing on the Basque River at a river-side inn called Lloyd's Beacon. The players state they wish to go on foot through the woods, instead of rowing downriver. Normally, this would be Short Stretch when moving downriver, but their river barge was burned a week before. Instead, the GM converts it to a Medium Stretch. It will require one Toughness Test immediately and one towards the end of the trip just outside of Lloyd's Beacon. The next leg of their journey starts at Lloyd's Beacon and ends in Swanzi, a town built alongside the mighty Basque River. As they have chartered a broken-down riverboat without a captain (in exchange for rowing the entire way with several stops at fishing villages), this leg will be a Long Stretch. It will require three Toughness Tests; one at the beginning, one in the middle and one near the end of the stretch as they reach Swanzi. After disembarking in Swanzi, they must now reach a village called Vorberg. It is only a day or so away from Swanzi. The GM decides this will be a Short Stretch. It will require a Toughness Test as they leave Swanzi and march towards Vorberg.

STEP III: TERRAIN BY STRETCH

Once you have divided the route into Stretches, you need to assign specific Terrain types. While these decisions may already have been made for you in the case of a published campaign world, you may have to think carefully about what sort of Terrain makes up each of your Stretches. This can lead to tough decisions, particularly if you know a Stretch can be divided between different environments. For example, if a Stretch is comprised of a hunting path through the woods, leading into a vast pine forest the party must explore without the aid of a path or map, it can create a number of fiddly considerations. A good rule of thumb to consider is that if the Stretch is comprised of multiple Terrain types; select the one which makes up half or more of the Stretch. For instance, if a route through the mountains is up through heavy forest and then down a hunting path in thick woodland, assume that most of the Terrain is mountainous.

As before, you need not disclose this to the players. Let it act as a story aid as you describe the wilderness. Narrate what they see during their travels; describe the sounds heard, what sort of plants grow, the coolness of the river, the fetid stench of a bog, the fragrant smell of a heavily-forested vale, the intense heat of the desert. We cannot provide rules to follow in these cases, as they go beyond this book. But approach

the narration in the same way that your favorite storyteller or novelist writes it. Feel free to crib their descriptions, jotting them down as you read other books or make up your own along the way. We encourage you to steal, reuse and appropriate when needed!

EFFECTS OF TERRAIN: Each Terrain type below describes not only the miles the party can cover per day within it, but also the Difficulty Rating of all Toughness and Role Checks. Mark the Terrain type by Stretch in your notes, only disclosing the Difficulty Rating and miles traveled per day when absolutely necessary. By keeping the miles abstract, it allows you to narrate the journey without burying it in mathematical formulas on the players' side.

EXTREME WEATHER

Weather may also be a factor for consideration of Terrain Types. Increase the terrain type by one step for extremities of the weather (rain, falling snow, hot days and so forth).

ARDUOUS TERRAIN (Arduous -30%)

Arduous Terrain consists of rough seas, river rapids, blighted areas, impenetrable forests, mountains and open deserts.

HARD TERRAIN (Hard -20%)

Hard Terrain consists of high hills, deep cave systems, badlands, tundra-like conditions and barren taiga.

CHALLENGING TERRAIN (Challenging -10%)

Challenging Terrain consists of overgrown forests, caverns, fast-flowing rivers, open seas, wastelands and foothills.

STANDARD TERRAIN (Standard +/-0%)

Standard Terrain consists of paths around large lakes, slow-moving rivers, marshes, and forests with little undergrowth.

ROUTINE TERRAIN (Routine +10%)

Routine Terrain consists of rolling hills, discernible trails through the wilderness, upriver travel and open badlands.

EASY TERRAIN (Easy +20%)

Easy Terrain consists of well-worn paths over open ground, easy hunting tracks, walking across open plains and meadows and travel down river or on an easily navigable river.

TRIVIAL TERRAIN (Trivial +30%)

Trivial Terrain consists of well-paved roads, graveled paths and other roadways that are marked or demarcated by signs and patrolled.

STEP IV: THREAT LEVEL BY STRETCH

A Threat Level represents the possibility that an external situation may influence the party's journey during a Stretch. Random chance plays a huge role here. Players aren't necessarily 'triggering' a Wilderness Encounter from their Characters' actions. Instead, you're letting random chance dictate if the Threat Level is high enough to warrant a challenge of some kind. Wilderness Encounters are strings of events you can use to tell the story of what occurs to the party as they travel. The events derived from the randomized results can be used help flesh out the tale, removing some of the pre-planning it takes for you to craft a memorable adventure.

Not all Wilderness Encounters are the same. For example, although a road may be patrolled, bad weather can still wash away sections of it, causing horses and wagons to become stuck or a large tree blocks the party's way. Either way, now they must think of a way around it. They may need to negotiate with a band of slavers, pay off highway robbers or outmaneuver a camp of dangerous marauders. Maybe a corrupt bailiff has employed mercenaries to extort 'tolls' from travelers like the party. Perhaps the road forks unexpectedly, with one path proving to be relatively safe, while the other leads to misfortune? Or a throng of beggars, led by a particularly inflammatory rabble-rouser, attempts to persuade the party to cast aside all wealth and join them. Possibly a rogue herd of elk driven mad by something out in the wilderness needs to be stopped or tamed lest it stampedes a poor and unprepared village. Whom does the party side with when it gets involved in a fistfight between two rival snake oil salesmen? Essentially the possibilities are endless, with not every Wilderness Encounter needing to be hostile or require the Characters to be drawn into a combat encounter. Numerous distinct Wilderness Encounters are detailed later in this chapter.

Note that each Stretch has its own Threat Level, representing how dangerous the Stretch is. It is entirely up to you to determine how dangerous it is. Dastardly GMs may wish to impose constantly high Threat Levels on the party, whereas others might decide to keep the Threat Level low. The best answer may lie somewhere in the middle. Consider how populated the area is: ancient creatures are unlikely to be found on well-traveled roads, but footpads, highwaymen or other bandits would be expected. Use the guidelines below to assign an appropriate Threat Level to each Stretch, recording it on the Wilderness Travel Tracker as you go:

NO DANGER

No danger means just that; nothing will impose any sort of challenge whatsoever on the party. Use this option when you wish the Characters to have an easy trip. Although they may face hardships in other ways, they are unlikely to face external factors which would affect the safety of their journey.

MILDLY DANGEROUS

A Stretch which is Mildly Dangerous indicates that some hazard or hindrance exists, especially for those who go looking for it. Washed-out roads, forested paths or less well-traveled areas pose as Mildly Dangerous.

MODERATELY DANGEROUS

A Stretch which is Moderately Dangerous is likely to be a wilderness area. Creatures of all types may hunt these areas and easy routes across them are rare. Untilled or fallow land and paths that aren't actively patrolled can become Moderately Dangerous. Locals know to stay away from these places, but intrepid explorers may venture out into them for a myriad of reasons.

HIGHLY DANGEROUS

A Stretch which is Highly Dangerous is readily apparent and advertised to all, including smallfolk as well as the aristocracy. High mountain passes prone to rockslides, overgrown forests where ancient creatures stir, wartime encampments of foreign armies and barbarian settlements would all qualify as Highly Dangerous.

MUTABLE THREAT LEVELS: A Threat Level can change for region or Stretch. For example, a headstrong knight might decide to stake out his own kingdom on a section of desolated land; it might change gradually as pioneers push the forests back and tame the wilds or suddenly as a city is reduced to crumbling ruins by voracious monsters that decide to make it their new home. In short, don't allow the players to assume the Threat Level will always be the same across the length of a journey's Stretch. Ultimately, you are the one who makes that call after considering any story hook or changes to your campaign world.

> The GM has already made the determination that the Threat Level from Minuet to Lloyd's Beacon will have No Danger. There is a generous amount of foot traffic between the two places and road wardens openly patrol the area. However, river pirates traffic openly between Lloyd's Beacon to Swanzi, making it Moderately Dangerous Terrain. And despite the fact that Swanzi is well-patrolled, the lands to Vorberg will be Highly Dangerous, given the recent rise of a Mutant incursion.

STEP V: DEFINE ROLES IN THE PARTY

Combined sharing of hardship along the journey often separates the foolish from the well-prepared. One need look no further than the desolate debris alongside major routes to see how poor preparation can result in a party becoming lost, drowning, starving or suffering from exposure or even death from predators. By dividing the workload, an experienced party can move more assuredly.

There are three specific Roles that must be filled by the party. Each Role has its own responsibility during Wilderness Travel. While each Role must be filled, they may be filled by more than one Character. When occupying a Role, a Character must make a related Role Check at the beginning of each Stretch, as indicated in brackets. Players should pay heed to their Skill Focuses, as it can allow their Character to ignore their Peril Condition Track when making Role Checks.

ROLE: GUIDE (Navigation)

The Guide plays the most critical Role during wilderness travel. They may use the position of stars, maps and tell-tale signs of other travelers to lead the way, but a general knowledge of the world and wilderness expertise serves the Guide best. A Guide who pays attention leads the party successfully over a Stretch, whereas one that fails at the task can make the trip more arduous, take the party down more difficult routes or even get the party lost.

> The players deliberate amongst themselves to find the best Character to fill the Navigator's Role. Despite that none of them have a Skill Rank in Navigation, both Grover Caldwell and Danziger Eckhardt possess high Intelligence Primary Attributes. After some deliberation, they decide that Grover will fill the Role, while Danziger will lend an Assist Die when it comes time to make a Role Check.

ROLE: SURVIVALIST (Survival)

A Survivalist is vigilant and watchful. They manage the watch cycle, determine the safety perimeter, help set up camps, build a fire, prepare food and attend to other duties that ease the party's comfort. A properly-trained Survivalist can also prevent any missteps along the way, identifying potential wilderness hazards and helping the party maneuver bad parts of the road and dangerous routes. However, one that is not diligent in their duties can raise the stakes significantly against the party.

> Fortunately, the party has someone who will make an excellent Survivalist amongst them: Liem DuFrasne. However, the Character is suffering from a crippling Injury, which requires Liem to flip to fail all Survival Skill Tests. Despite this setback, it's the best option available.

ROLE: SCOUT (Stealth)

A Scout stays ahead of the party, looking for immediate signs of danger. Courage and furtiveness are the foremost prerequisites for a talented Scout. A successful Scout keeps the party aware of danger, but failing to do so can result in the party being overly-cautious, keeping everyone on edge and fractious. Their lack of vigilance can make the party vulnerable to being ambushed.

Finally, it is time to fill the Scout's Role. Although the party has the advantage of dense foliage and poor weather due to rain in their favor, none of the Characters have a Stealth Skill Rank or possess a good Agility. They decide to draw straws to see who will be assigned to this Role. In the end, Lyndon Geneveux is selected to act as Scout.

EVOLVING ROLES: Once a Character selects a Role, it does not mean that it is their Role for the duration of the trip. The needs of the party may evolve in the face of danger or the many miseries that may be suffered by their comrades. You should allow them to change the Role they play, but only at the end of a Stretch, after they Make Camp or after they face a Wilderness Encounter.

Once all of these considerations have been taken account of, it is time for the party to embark upon the first Stretch of their journey.

STEP VI: THE JOURNEY BEGINS

Wilderness Travel can be arduous, taking its toll on the strongest as well as the weakest of travelers. Overburdening oneself with supplies – fancy bedrolls, heavy blankets, large pavilion tents, coils of rope and the like – is best-suited for pack animals, and not for travelers. Footing can become unsure, and not only does weariness set in, but harm can occur from a misplaced step along the trail.

When the journey begins, one Character within each Role must make a Role Check in the order given below. Only one Role Check is required, despite the length of the Stretch. Consider the Terrain Type to determine the related Difficulty Rating. If multiple members of the party are filling the same Role, they may add an Assist Die to the Skill Test. Finally, if they possess a specific Skill Focus for each of the necessary Skills, they can ignore penalties due to their Peril Condition Track.

ROLE CHECK: GUIDE (Navigation)

- **Success:** The Guide is successful at navigating the way, as the party moves along the Stretch without getting lost. The party only requires one day's worth of provisions for each day they travel.
- **Critical Success:** The party moves along the Stretch without getting lost, the Guide identifying the best routes to take and reducing the overall hardship it must face. The party only requires one day's worth of provisions for each day they travel and the difficulty of Terrain is decreased by one step over the Stretch. For example, this means that Routine Terrain would now be treated as Easy Terrain.
- **Failure:** The Guide misleads the party, getting lost for a time until they can double back along the same routes. The party requires two days' worth of provisions for each day they travel along this Stretch.

  Critical Failure: Misfortune has struck the party! The Guide not only gets the party lost, they end up doubling back off-route through rougher territory. By the time they circle back, the path becomes more troublesome. The party requires two days' worth of provisions for each day they travel along this Stretch and increase the difficulty of Terrain by one step over the Stretch. For example, this means that Challenging Terrain would now be treated as Hard Terrain.

ROLE CHECK: SURVIVALIST (Survival)

- **Success:** The Survivalist's conservation skills lead to a more comfortable camp site when the time is right to rest. Should the party ever need to Make Camp along this Stretch, they may recover to Unhindered (instead of Imperiled, as mentioned in **Chapter 9: Hazards & Healing**).

  Critical Success: Not only does the Survivalist's bushcraft serve the party's needs, they also manage to find perfect points in the land to escape bad weather and poor terrain, availing them a few extra hours to recover from road weariness. As above, and the party may ignore one Toughness Test over that Stretch. This means that if a Long Stretch normally requires three Toughness Tests, it now requires two instead.
- **Failure:** The encampment is left a mess, the ground the Survivalist chooses is rugged and makes for an uncomfortable journey. Should the party ever need to Make Camp along this Stretch, they may only recover to Imperiled.

  Critical Failure: Not only is the ground uncomfortable, the Survivalist's lack of attentiveness leads to continued road weariness as patrols are mismanaged, the fire doesn't burn as bright and other misfortunes befalls the party. As above, and the party must make one additional Toughness Test over that Stretch. This means that if a Long Stretch normally requires three Toughness Tests, it now requires four instead.

ROLE CHECK: SCOUT (Stealth)

Success: Perceptive and attentive, the Scout feels confident they'll find any danger, should there be any along the road ahead. The party reduces the Threat Level by 1D6. This means that if it was Highly Dangerous, the GM would roll 2D6 instead of 3D6.

Critical Success: Although the Scout disappears from the party's sight at times, they will make sure that the party has the jump upon any interlopers on their path. As above, and the party gains a Surprise Turn during a Wilderness Encounter.

Failure: The surroundings of the Scout puts them on edge, as their attention span is drawn away to investigate areas that could potentially lead to further danger. The party increases the Threat Level by 1D6. This means that if it was Highly Dangerous, the GM would roll 4D6 instead of 3D6.

Critical Failure: In the face of hardship, the Scout completely breaks down, growing anxious. Unfortunately, the racket the party makes along the way – stopping to investigate every noise they hear – may awaken other creatures or humanoids along the path! As above, and foes gain a Surprise Turn against the party during a Wilderness Encounter.

MAKING TOUGHNESS TESTS

Amalgamate the Terrain Type and Stretch's length to determine the number of Toughness Tests necessary and the related Difficulty Rating. With this in mind, call upon each member of the party to make a series of Toughness Tests. If the Character is atop a horse or within a cart, wagon or riding in a conveyance to keep them off their feet, they may add an Assist Die to their Skill Test.

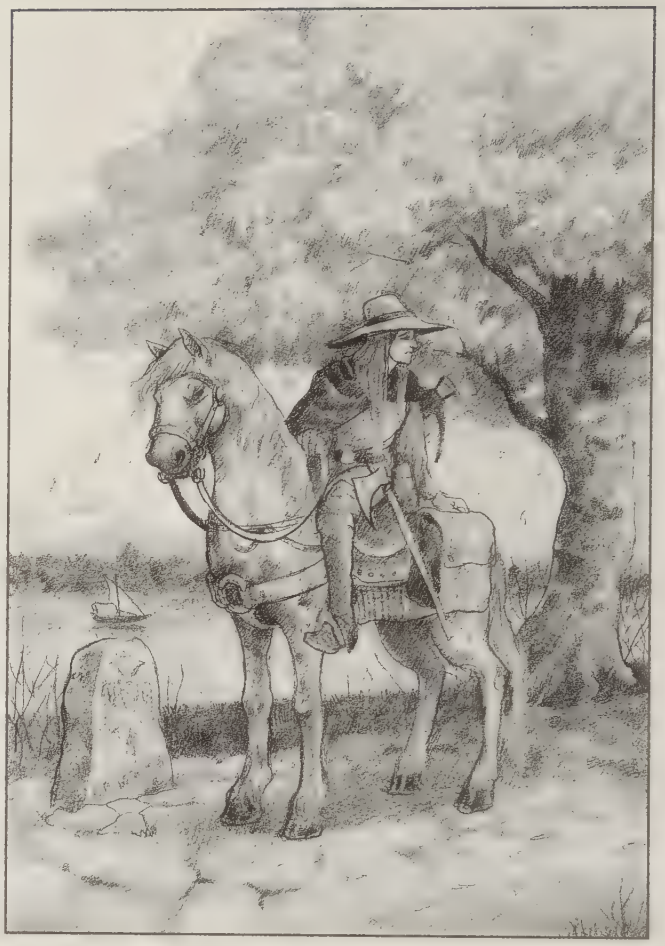
PARTY MEMBERS: Characters and important NPCs must attempt Toughness Tests at intervals you assign. A successful Toughness Test indicates nothing goes awry, as the Character suffers no Peril from fatigue. A Critical Success yields the same result as above but allows the Character to improve their Peril Condition Track to Unhindered when Making Camp. On the other hand, a failed Toughness Test indicates the Character suffers 2D10+2 physical Peril. A Critical Failure indicates a Character suffers 3D10+3 physical Peril instead.

BREAKING UP TESTS: Both Medium and Long Stretches require multiple Toughness Tests. We recommend that you stage them out at specific times during a Stretch. While resolving all Toughness Tests prior to the Role Check may vastly simplify things, it may also create a situation where Characters are completely fatigued, having little or no chance for survival. Only experience with **ZWEIHÄNDER** will lead you to the right time for players to make Toughness Tests.

EXTREME WEATHER: When a Character faces extremes of heat (such as in the desert or arid conditions) or cold (as in a tundra or arctic conditions), being Incapacitated! can lead to truly poor outcomes. Use these rules sparingly, reserving them only in cases of particularly unfavorable weather that Characters may be unaccustomed to. You may even wish to limit these effects for when players Critically Fail their Toughness Test:

When a Character is Incapacitated! in extremely cold conditions, they suffer from Frostbite

When a Character is Incapacitated! in extremely hot conditions, they suffer from Heatstroke



Both the effects of Frostbite and Heatstroke are covered in **Chapter 9: Hazards & Healing**.

WILDERNESS ENCOUNTERS

After the first Toughness Test is made for a Stretch, secretly roll a number of D6 Chaos Dice. The number of Chaos Dice are first determined by Threat Level. If it is Mildly Dangerous, roll a 1D6 Chaos Die. If it is Moderately Dangerous, roll 2D6 Chaos Dice instead. But if it is Highly Dangerous, roll 3D6 Chaos Dice. Additional Chaos Dice may fall upon the party if they previously failed their Role Checks.

If you generate one face '6', a Wilderness Encounter is sprung upon the party as they break camp early in the morning. If you generate two face '6s', a Wilderness Encounter is sprung upon the party in the afternoon. If you generate three or more face '6s' or more, a Wilderness Encounter is sprung upon the party as they sleep in the dead of night. Following these results, you can either craft your own encounters or roll D100 to determine what occurs. Wilderness Encounter tables can be found in **Appendix E**.

We have left the Wilderness Encounters tables purposefully vague, without any sort of game mechanic for their effect and resolution. This loose approach works best, so you can custom

tailor each pre-made encounter to your wishes. Clever GMs will even have charted out unique 'random encounters' tables beforehand. Feel free to present friendly encounters with others along the road, leading to opportunities for players to gain news, rumors or trade opportunities with other NPCs in your campaign world.

NATURAL RECOVERY & HEALING

During normal gameplay, Characters can simply get a good night's sleep at any number of shady inns or upstanding coaching stations to heal Peril with natural recovery and treat their wounds with the Heal Skill. However, an important distinction about Wilderness Travel is that once a party has struck out, they cannot get a good night's sleep to improve their Peril Condition Track, heal up their Damage Condition Track or Recuperate from Injuries unless they either Make Camp for an extended period of time or are at the end of the Stretch). This helps impress a measure of danger upon a party during Wilderness Travel.

MAKE CAMP

Sometimes, a party may have no choice but to Make Camp for a day or more. This may mean they need to use the Heal Skill to recover from Damage, get a good night's sleep to recover from Peril, Recuperate from Injuries, spend time hunting for food using the Survival Skill or commit to other tasks which requires an extended amount of time and effort. However, they're still in a perilous place and face the hardship of the wilds.

Allow the party to make this choice when needed, Making Camp for no less than 24 hours. Make certain they account for any supplies (provisions, bandages and the like) during this time. When awakening, their Peril Condition Track only recovers to Imperiled by default, unless their Survivalist succeeded their Role Check. Once they break camp, they can continue on their journey where they left off without additional penalty.

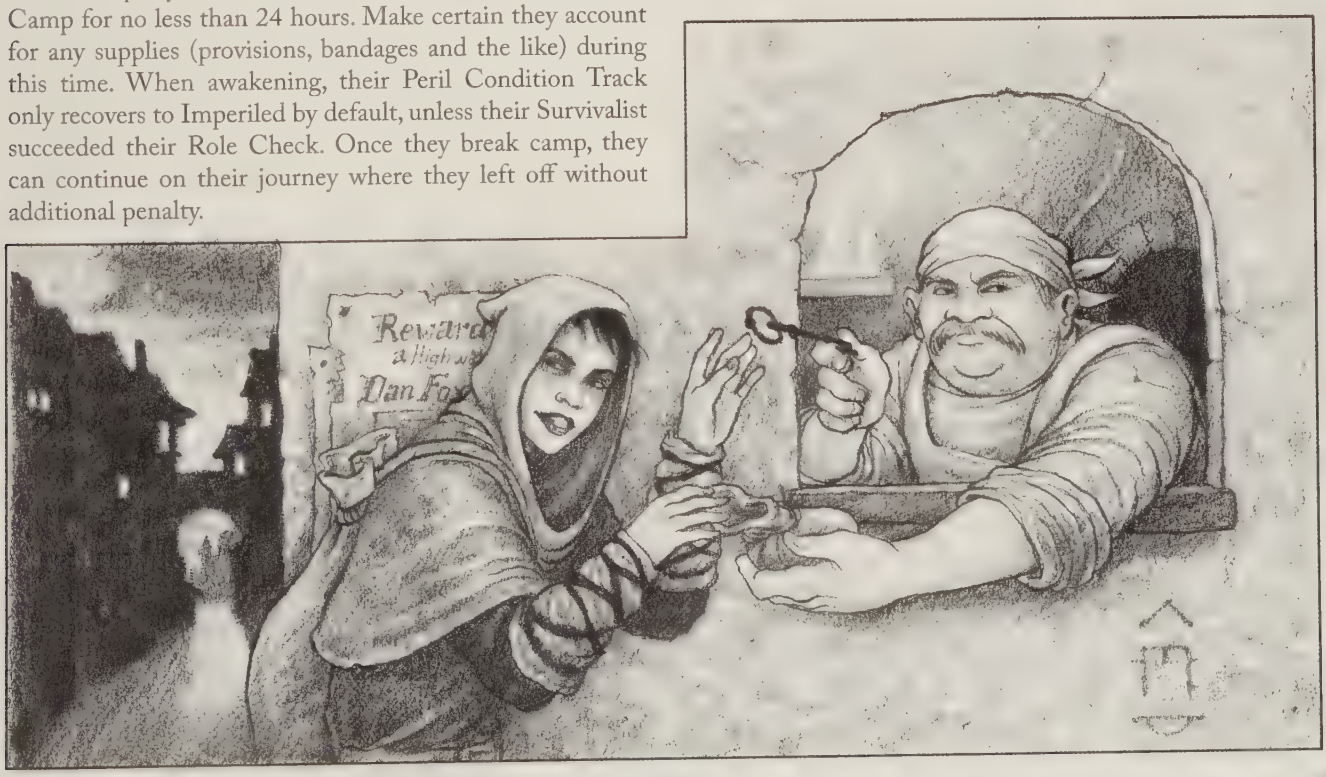
CONCLUDING THE JOURNEY

A journey comes to its conclusion once the party reaches their destination. Naturally, it may be a cause for celebration! If the journey had been a particularly difficult one, refresh the Fortune Pool with a number of Fortune Points equal to the number of surviving Characters.

REWARD POINTS

Reward Points are a way you can award 'good behavior'. However, what constitutes good behavior in **ZWEIHÄNDER** may not match up with what most players are accustomed to in other tabletop role-playing games. In those, successfully killing monsters with a few addendum rules for rewarding heroic role-play is the way to grow a Character with experience points. In this system, however, the chief focus is solely on role-playing. Reward Points are given by you to reflect the Character's ongoing journey, a mix of both failure and success in their endeavors and of how they psychologically overcame these challenges.

There isn't an expectation in **ZWEIHÄNDER** that Characters will grow in esteem and ability with age, even if they continue to adventure in the background of the story. Does it really matter when a 14 year-old Crime Boss is in their Advanced Tier, yet their 67 year-old Antiquarian peer is only in their Basic Tier? The answer is a resounding **no**. In fact, one could argue that simply being in Basic Tier is where most NPCs are in the campaign world! This is why players begin the creation of their Characters with 1,000 Reward Points. They've already lived a life – and likely would



continue living it as-is – should fate not had something else greater in store for them. As the GM, you set the pace of how Characters grow in this world. Let the actions of the players drive Character growth… even if their Character is in fact a 14 year-old Graverobber/Burglar/Crime Boss in Advanced Tier.

Following the golden rules as presented above, it is always a good idea to spread the bulk of Reward Points earned during a game session equally between your players. We generally recommend giving 100 Reward Points to each player at the conclusion of every 4-6-hour game session. If you prefer a slower, more organic growth rate for players, dial this back to 50 Reward Points. This sets a good pace to adhere to, makes sure that Characters all have a chance to grow in their Professions equally and makes sure that the players know that attendance to a game session is important.

Once you have the bulk of Reward Points out of the way, you should consider giving additional Reward Points when players move the plot forward at critical moments. Take time before the adventure begins to note important parts of the story. Make a note of them and set it aside to refer to as the adventure begins. Assign these critical moments a value of 10, 20 or 30 Reward Points. Distribute these once the adventure is concluded, so as to encourage action and initiative in future adventures.

For instance, in the adventure '*A Bitter Harvest*', there are listings for rewards as such:

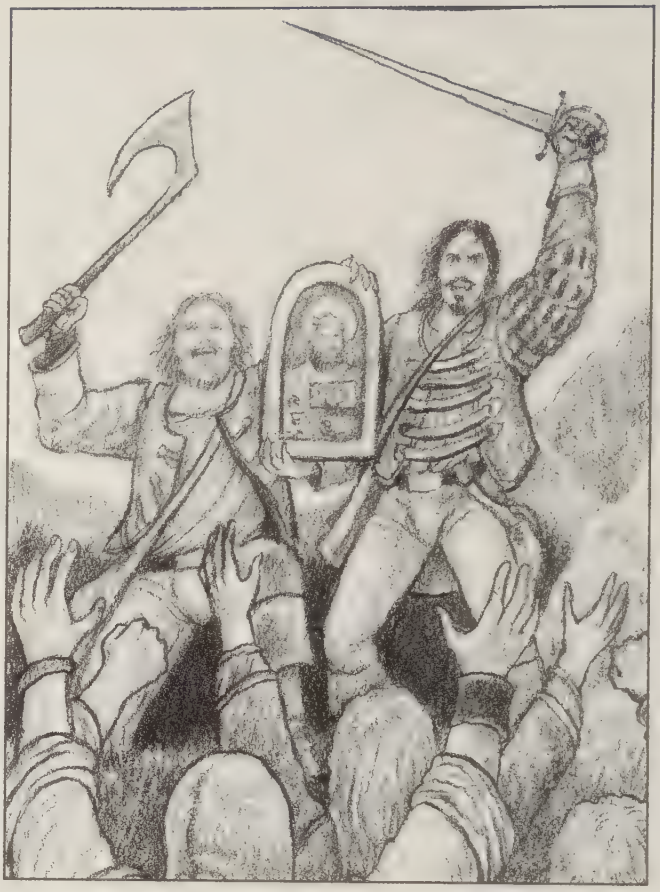
PART I: THE WEDDING

Good role-playing at wedding (e.g. taking part in competition): 20 RP

Impressing Maximilian and/or Franz: 10 RP

Successfully calming the two men down: 10 RP

Much like the bulk rewards above, these should be jointly awarded to all players. Give out additional awards to the entire group at the end of an adventure.



REPUTATION POINTS

Reputation Points are an optional rule set you can enhance your **ZWEIHÄNDER** game with. They are a limited form of social currency that only Characters can draw upon, cultivated through the connections they have made and the renown earned over the course of the campaign story. They are a ubiquitous representation of the name they've made for themselves, derived from the loyalties they've pledged and allegiances owed. Fame, infamy and glory – these all represent how Reputation Points grow and wane.

Reputation Points can be used in several ways by the players. They can be used to ask for favors from organizations or patrons they are allied to, request gifts and other benefits from known associates at no expense or requisition equipment, gain services and employment. Much like Fate Points, Reputation Points are a limited currency, difficult to earn, but easily spent.

Reputation Points should never be used as a substitute for good role-play. In addition, they should never be used as a substitute for a single Skill Test. While these rules do provide some abstraction to processes that you may find slows down the pace of the story, if it feels more appropriate to have it role-played out around the table, then proceed using the normal guidelines for purchasing trappings.

STARTING REPUTATION POINTS

PCs in a grim & perilous world had a life before they were brought together with other misfortunate souls. They've lived their life in earnest, doing favors, exchanging services, gaining friends and adversaries all the same. If you intend to use Reputation Points to take away the focus on tracking coins and acquiring wealth, Characters begin play with a number of Reputation Points equal to the number of Fate Points they possess.

AWARDING REPUTATION POINTS

The completion of major story arcs within the campaign are a suitable point at which to reward players for having committed heroic (or heinous) acts that enhance (or reduce) their names and renown. Exceptional role-playing that forges new relationships with power groups and other important NPCs is another reason to award Reputation Points. For example, should they ever find themselves as a leader of an organization or a commander in an army, their Reputation may grow as a result of their new role. Their success or failure while holding this position, will earn them Reputations.

Remember, Reputation isn't necessarily about good deeds, it's also about infamy through ill intent. If you use these rules, give 1 Reputation Point when a player gains a new Fate Point or Disorder. For the completion of important story arcs, award 1, 2 or 3 Reputation Points to each player, raising the reward in cases where their words and deeds had a definitive impact on the world around them.

BURNING REPUTATION

If there is some sort of service, favor or trappings a player wishes to acquire that's out of their Character's reach, they can burn a set number of Reputation Points to get what they need. When burning Reputation Points, it allows a Character to do what they could not normally do by simply convincing someone with a Skill Test.

To burn Reputation Points, a player does not simply say, *"I burn two Points in Reputation to get what I want"*. It doesn't work that way. Instead their Character calls upon their connections or works with organizations to persuade to gain the desired favor or item. This role-playing provides an interesting development in the campaign's main story and further fleshes out a Character's background. This also grants the player a limited form of dramatic licensing over the world. We encourage you to allow them to make up other important NPCs they may know. This affords them the ability to temporarily step into the GM's seat, authoring another personality that exists within the campaign world. Of course, it is vital that these new NPCs fit the vision of your world and if they do, their inclusion can eventually lead to interesting side stories or adventures involving these new contacts!

Lyndon is unable to draw from his inheritance as it dried up long ago. His purse is empty bar a farthing or two– just enough to put some food in his belly and buy room on the floor to sleep amongst the lower wards of the city. However, knowing that there's an important job coming up where his services as a paid mercenary will be needed, he wants to make sure to come prepared. Unfortunately, his employer refused to pay any money upfront and Lyndon has sold nearly everything to his name... Fortunately, he has earned respect amongst the guttersnipes, having a total of 12 Reputation Points. Knowing that he'll need a warm cloak, a sturdy rapier and breastplate, he calls upon his network to provide them for him. He burns 7 Reputation Points to draw upon his good name, imploring his associates to equip him without recompense. While they do provide him with what he needs, Lyndon can only guess as to who they stole these goods from and why the cloak they gave him is covered in dried blood…

REPUTATION THRESHOLDS

There are some limits as to how often players may tap into their Character's reputation. Those who ask for help too often can quickly diminish the respect, admiration or fear they may hold over others. Bearing this in mind, Characters can only use their Reputation so often without potentially endangering a relationship or ruining their self-image. Time must pass before they can ask again without appearing to be too demanding or desperate for aid.

There are precisely three Reputation Thresholds which must be observed. Each determines the length of time a player must wait before their Character can expend their Reputation Points again:

- **Minor Requisition:** wait one day
- **Middling Requisition:** wait one week
- **Major Requisition:** wait one month

Barring that, should they grow desperate and wish to press the issue and call upon associates in a time of need, they must burn two times the number of Reputation Points to do so… and may introduce additional complications at your discretion.

Below are a few examples of goods, services and favors a player can ask by Requisition Threshold, followed by the cost in Reputation Points. Depending on the number of items, availability and additional expense, use your best judgement to determine how many Reputation Points it costs by Reputation Threshold:

MINOR REQUISITION (1-3 POINTS)

Augment a Social Intrigue event in exchange for an Assist Die

Bribe a local gossip to tell you the identity of a gang leader

Contract a professional thug to strong-arm someone who owes you money

Have someone masquerade as your significant other

Hire a band of beggars to harass an aristocrat or other official as they leave the temple

Patch up a suit of armor that's been badly damaged

Pay funeral mourners to attend the funeral of a beloved friend

Purchase the services of a barber surgeon to treat your wounds

Provision yourself of a week's worth of foodstuffs

MIDDLING REQUISITION (4-6 POINTS)

Act as a lookout while you rob a place or assault another

Acquire a suit of mail armor

Contract a physician to perform a dangerous surgery

'Find' a nice mortuary sword that fell off the back of a wagon

Gain the services of a professional bodyguard to protect you from harm

Hire a sedan chair to ferry you around whilst about business

Illegally smuggle goods or yourself and friends into or outside of a city

Pay someone to sabotage a clergyman's personal coach

Pay an information broker to give you the location of a fence or black market arms dealer

MAJOR REQUISITION (7-9 POINTS)

Acquire a suit of full plate armor

Ferry you across the sea to a different country

Gain enough materials to craft your own wagon

Get out of jail for free

Hire the services of a henchman to protect you for a year

Pay a cutthroat to assassinate someone

Purchase the services of a coach that will ferry you cross-country

Requisition the crafting of a Castle-forged set of mortuary swords

Sneak your way into a garden party by paying off a local magistrate

GROUP REPUTATION

As **ZWEIHÄNDER** is a cooperative tabletop role-playing game, you may feel encouraged to allow players to pool together their Reputation Points. This is a perfectly feasible option, but make sure that all players buy into this idea. Not every player wants to sacrifice their personal buying power for the sake of the group – particularly those Characters who are either materialistic or notoriously stingy. This is an all or nothing option.

BREAKING OBJECTS

During exploration of your grim & perilous campaign world, the players are going to ask to break something: clay pots, wooden doors, glass chandeliers, open barrels, iron padlocks and more. You may want to figure out precisely how much Damage it takes to set the adventurer's barge aflame. Perhaps the players want to crash their wagon into an enemy's to slow it down or disable it. Below, you'll find guidelines on how to handle object destruction.

HARDNESS CONDITION TRACK

Whether constructed from timber, stone or metal, all objects possess a Hardness Threshold. It represents the overall integrity of an object and the state of repair it is currently in. When Damage is dealt to objects, they gradually become weaker, until finally rendered useless. There are six distinct steps which make up the Hardness Condition Track:

Solid: The object shows no signs of structural fatigue whatsoever.

Lightly Weakened: Small cracks begin to appear in timber, stone is chipped and metal has dings in it.

Moderately Weakened: Timber shows signs of splintering, stone shows chinks and metal has deeper dings in it.

Seriously Weakened: Timber begins to seriously splinter, allowing a person to see inside. Stone shows deep cracks and begins to break off in chunks and powder. Metal has stress fractures upon it, bent out of shape.

Grievously Weakened: An object made of timber is entirely splintered, requiring little else asides another good, solid strike to bash through. Stone breaks into pieces, falling to the ground and a single hit could reduce it to rubble. Metal is bent and fractured, requiring one more concussive attack to cause it to fail.

Ruined!: The object is rendered useless. It may mean that a timber door is broken off its hinges, a stone statue splits into several pieces or a metal grate is bent entirely out of shape and can be pulled off the wall.

When an object is Ruined!, it isn't necessarily destroyed or shattered into tiny pieces. It is unrealistic to assume that a mere woodsman's axe could cut a door into ribbons, but it

could mean that a timber door is splintered enough to step through. All the same, it may not make sense to have a player completely take down a single wall using a gunpowder charge, but instead allowing them to blast a man-sized hole through it. Use your best judgement when describing what this condition means, and don't take it too literally. Allow players to be creative, but mindful of what makes sense in your campaign world.

DESTRUCTION & REALISM: Naturally, realism applies all the same, despite the Damage dealt. If you feel that a fire-hardened spear could not realistically break through a timber wall, tell the player that before they attempt it. Further, make sure that you clearly communicate to the player when they are at risk of breaking their weapons. In fact, specific tools are designed specifically to break objects. For instance, a crowbar is the perfect tool for breaking iron grates off of a wall. Similarly, a hammer and chisel is fashioned to crack and shatter stone. Common sense applies here. Should a player use their Castle-forged mortuary sword to break through a solid door of timber? Sure, they can attempt to do so, but they risk breaking their weapon, despite its Qualities.

BREAKING WEAPONS: If a player is using a weapon unintended to bash through a specific object it's made for, they should attempt a Warfare Test every time they hack at it. If unsuccessful, their weapon immediately gains the Ruined! Quality. If they fail or Critically Fail the Test while using a weapon of the Ruined! Quality again, the weapon is broken forever and cannot be repaired.

DEALING DAMAGE TO OBJECTS

When a Character bashes an object, there isn't a need to roll a Skill Test. The attack hits automatically, and then the player calculates Damage normally. There are two specific considerations a Character should make when determining how much Total Damage they deal:

- Refer to either [BB] for melee weapons or [PB] for ranged weapons in Damage.
- After determining whether [BB] or [PB] is applicable, add a 1D6 Fury Die for the weapon. The sum of these and derived results of Fury Dice determines Total Damage.

Note that a weapon's Qualities confer no inherent bonus against object. Simply treat these weapons as if they had no Qualities whatsoever. And as indicated in previous chapters, Fury Dice always have a chance to explode on face '6'.

> Danziger Eckhardt beats against a hollow wooden door with a battle axe. Danziger's [BB] is 9. He rolled a 1D6 Fury Die, resulting in face '6'. He now adds 1D6 Fury Die, generating another face '6'. He rolls yet another Fury Die, resulting in face '5'. Danziger deals 26 Total Damage (9+6+6+5).

MAGICK DAMAGE: Magick generally cannot be used to deal Damage to objects. However, you may wish to make exceptions to this rule for particularly creative players. For instance, using Lightning Storm from the Arcana of Astromancy may be useful to hurt not only foes, but to bounce off of floors while potentially destroying walls. Or, a Bolt of Flame from the Arcana of Pyromancy is used to try burning down a door. In these cases, refer to Magick Damage normally from **Chapter 10: Grimoire**.

CALCULATE HARDNESS THRESHOLD

When an object suffers Damage, always take into consideration its Hardness Threshold. Listed below are the many common objects Characters may attempt to break and their related Hardness Threshold. Although not wholly comprehensive, it should give you an idea as how to calculate the Hardness Threshold for unnamed objects. For instance, there's likely little reason to account for clay pottery; you can pretty much assume it's going to break if struck.

If the object isn't found below, you can apply a Hardness Threshold of your own making. In this case, calculate Hardness Thresholds by factors of 3, using the following factors and starting with zero: 0, 3, 6, 9, 12, 15, 18 and 21.

OBJECT	HARDNESS THRESHOLD	OBJECT	HARDNESS THRESHOLD
Glass chandelier	0	Heavy table	12
Lantern	0	Iron shackles	12
Padlock	0	Solid oak door	12
Thick rope	0	Solid timber wall	12
Sapling tree	0	Stone figurine	12
Wooden fence	0	Wooden statue	12
Hollow wooden door	3	Brick wall	15
Reed floor	3	Coaching station door	15
Shuddered window	3	Iron-barred window	15
Storm lantern	3	Ironwood tree	15
Thatch roof	3	Reinforced door	15
Wooden chest	3	Wood pier	15
Barrel	6	Altar	18
Locked wooden door	6	Iron chains	18
Mature tree	6	Iron door	18
Mud hut	6	Petrified tree	18
Powderkeg	6	Stone statue	18
Religious token	6	Wooden portcullis	18
Dead tree	9	Bronze statue	21
Haystack	9	Steel door	21
Improvised barricade	9	Iron portcullis	21
Leather-bound book	9	Steel grate	21
Trunk	9	Steel mirror	21
Wooden shack	9	Stone wall	21

FRACTURING OBJECTS

When an attacker bashes an object and after Total Damage is considered, the object must now compare it to their Hardness Threshold:

EQUAL TO OR BELOW HARDNESS THRESHOLD

If Total Damage is equal to or below the Hardness Threshold, nothing happens. The object remains unscathed.

EXCEEDS HARDNESS THRESHOLD

When Total Damage is considered, treat it as such for purposes of determining Hardness Threshold:

- If Total Damage exceeds base Hardness Threshold, the object moves one step down the Hardness Condition Track negatively.
- If Total Damage exceeds 6+Hardness Threshold, the object moves two steps down the Hardness Condition Track negatively.
- If Total Damage exceeds 12+Hardness Threshold, the object moves three steps down the Hardness Condition Track negatively.
- If Total Damage exceeds 18+Hardness Threshold, the object is instantly Ruined!

Each level of Hardness Threshold should be noted on a scratch piece of paper. For example, if Hardness Threshold is 9, it is recorded as such: 9 (15/21/27).

> A hollow wooden door's Hardness Threshold is 9 (15/21/27). Danziger Eckhardt inflicted 26 Damage, thus the hollow wooden door is moved three steps down the Hardness Condition Track negatively.

PERMANENT DESTRUCTION: Objects are rarely destroyed, unless a player specifically sets out on purpose to do so. The time to destroy objects is up to you; there are no hard and fast rules to cover the minutes, hours or even days it takes to utterly destroy an object.

REPAIRING STRUCTURAL INTEGRITY

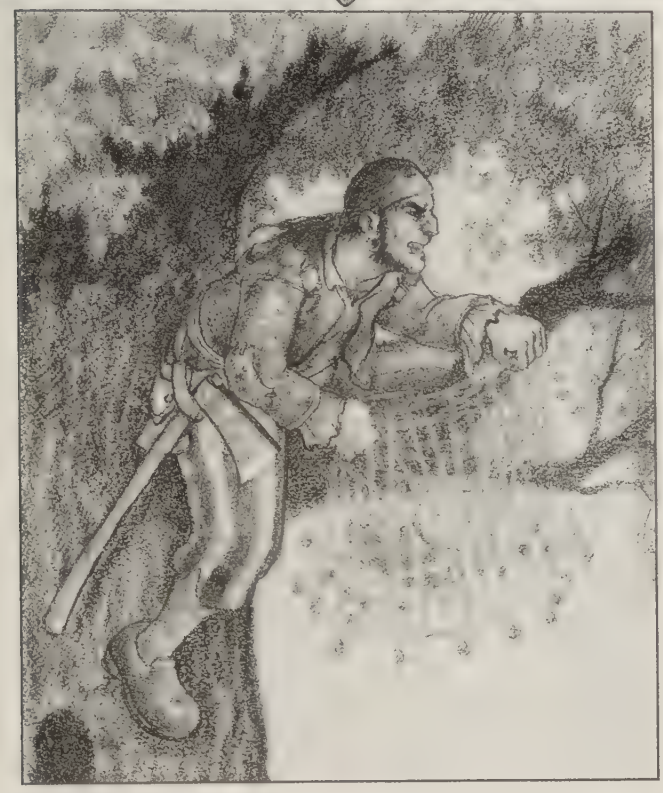
As mentioned in **Chapter 7: Trappings**, Ruined! objects can be automatically repaired after six days of labor. However, if you wish to take a more methodical and lengthy approach, you can use the following rules to address how to repair objects.

The Hardness Condition Track can be repaired by a craftsman with a successful Tradecraft Test. An object may only be repaired in this manner once every 24 hours, no matter whether it is successful or not. Depending on where the object is at on the Hardness Condition Track, the Difficulty Rating of the Tradecraft Test gets worse:

- **Lightly Weakened:** Automatically succeed
- **Moderately Weakened:** (Routine +10%) Tradecraft Test

  Seriously Weakened: (Standard +/-0%) Tradecraft Test
- **Grievously Weakened:** (Challenging -10%) Tradecraft Test

  Ruined!: (Hard -20%) Tradecraft Test



To have a chance at being repaired, a craftsman must have a Skill Rank in Tradecraft, tradecraft tools, the appropriate materials and be left uninterrupted for at least 1D10+1 minutes. However, you may adjust this time to be in hours, days or weeks, depending on what feels like a realistic amount of time to repair an object. Consider that objects made from timber (like a table) may take 1D10+1 minutes, whereas complex small metal objects like a clock may take 1D10+1 hours. The same goes for sea-faring objects like a rowboat; it may take 1D10+1 hours to fix, but repairing a ship could take 1D10+1 days or perhaps even weeks. Note that even though there is a limitation on repair attempts to once every 24 hours, a Skill Test is made at the end of the repairs, not the beginning. Using the example above, this means that if repairing a rowboat over 1D10+1 hours, the Tradecraft Test is made at the end of the days spent in the repair work. Once the Tradecraft Test is failed, the Character would have to wait at least 24 hours before attempting again, spending yet another 1D10+1 hours to repair the rowboat.

If an object is repaired with a successful Tradecraft Test, it is moved one step up the Hardness Condition Track positively. This means if the object was Grievously Weakened, it is now Seriously Weakened. A Critical Success allows the object to be moved two steps up the Hardness Condition Track positively.

Failure results in no repairs being carried out, whereas a Critical Failure has the same result as above and causes the object to instead be destroyed, entirely unrepairable.

TRAPS

In a world where spying, thieving and murder prevail, traps are lain to deter would-be plunderers. Devious traps await the foolhardy, particularly those given to robbing burial tombs. The largesse and lucre of the aristocracy is invariably guarded by hired swords, but the rich may doubly insure themselves against theft by installing traps into the same doors and lockboxes their henchmen are charged to protect.

A trap is generally built with but one function: to raise an alarm, immobilize a would-be thief or to maim an interloper. Pressure-sensitive plates, false doors, trapped hinges on a lockbox and lids of sarcophagi can be built to accommodate contrivances meant to deter or damage robbers. Conversely, levers pulled in the correct sequence or secret buttons can be placed to get round traps that do not use keys, while maps might exist that denote where traps are lain.

Below are several examples of traps you can use. They are a touchstone if you wish to custom create your own as well.

TRAP FORMAT

Every trap in **ZWEIHÄNDER** is represented using this format:

TYPE: Two categories of traps exist, requiring a different Skill to create them. Rudimentary Traps are built using the Survival Skill, whereas Complex Traps are made using Tradecraft.

DETECT/DISABLE: Unless there is a reason otherwise to disallow the detection of a trap, always call for a Secret Test if a trap is present. You can let players use Awareness in situations where a trap may be placed in an urban environment or otherwise unhidden. They'll make a Survival Test if it is hidden in the wilderness. Disabling requires a Test using the Skulduggery Skill. Failing to disable a trap always results in it being sprung, whereas a Critical Failure produces the same results as above while also suffering 2D10+2 mental Peril.

EFFECT: Unless stated otherwise, the effects of a sprung trap affects the victim closest to where it was placed. However, some traps affect multiple people. When you consider who may be affected, be sure to ask players where their Characters are positioned. This may better illustrate in your mind who could be hurt by the trap.

ENSNAREMENT TRAP

Type: Rudimentary
Detect/Disable: (Easy +20%) Skill Test
Effect: When triggered, it affects multiple victims. Those caught in a Burst Template area of effect must succeed at an (Easy +20%) Coordination Test or be unable to move. This trap can also be rigged to drop deadfall from above. If the Test is failed against a deadfall variant, the victims are unable to move and also suffer 2D10+2 Damage.

GAS TRAP

Type: Complex
Detect/Disable: (Arduous -30%) Skill Test
Effect: When triggered, it affects multiple victims. Those caught in a Burst Template area of effect must succeed at an (Arduous -30%) Coordination Test or be made to suffer the effects of 1D6-3 (to a minimum of one) doses of any Toxin you choose. Alternatively, a gas trap can be rigged with gunpowder to explode. If the Test is failed against a gunpowder variant, the victims suffer 3D10+3 Damage, which can cause Injuries.

MAN TRAP

Type: Rudimentary
Detect/Disable: (Challenging -10%) Skill Test
Effect: When triggered, the victim suffers 2D10+2 Damage, but this inflicts no Injuries. In addition, they must reduce their Movement by 6 (to a minimum of 1), until the trap is removed from their leg with a successful (Challenging -10%) Athletics Test. If this Test is failed, the victim immediately suffers a Grievous Injury of *Butchered Leg*. Smaller traps meant to trap Large Animals do 3D10+3 Damage, while reducing Movement by 9 (to a minimum of 1) instead. The Injury component remains unchanged, however.

PENDULUM TRAP

Type: Complex
Detect/Disable: (Trivial +30%) Skill Test
Effect: When triggered, it affects multiple victims. Those caught in a Cone Template area of effect must succeed at a (Trivial +30%) Coordination Test or suffer 3D10+3 Damage. When this Test is failed, the victims immediately suffer a random Grievous Injury. Roll a 1D6 Chaos Die. If the result is face '1-2', they suffer a *Detached Ear*. If the result is face '3-4', they suffer a *Cerebral Contusion*. If the result is face '5-6', they suffer a *Mutilated Nose*. This can also trigger the drop of a massive block above. If the Test is failed against a block variant, the victims are immediately Slain!.

PIT TRAP

Type: Rudimentary
Detect/Disable: (Standard +/-0%) Skill Test
Effect: When triggered, the victim must succeed at a (Standard +/-0%) Coordination Test or fall any number of yards into a pit. Generally, pits such as these are usually at least 9 yards deep. Once they fall, they suffer falling Damage (as spelt out in **Chapter 9: Hazards & Healing**). If you elect to have dung-covered spikes in the pit, they suffer an additional 1D10+1 Damage and their wounds are Infected. A pit trap may optionally open up a chute to drop adventurers into a different part of a complex, such as in a nest of deadly vipers or a watery pit where air is scarce.

TRIP WIRE ALARM

Type: Rudimentary
Detect/Disable: (Routine +10%) Skill Test
Effect: When triggered, the victim is immediately knocked Prone. In addition, the victim immediately suffers a Serious Injury of *Head Trauma*. Anyone within hearing distance of the trap is alerted to the victim's presence. A trip wire may also trigger a ceiling to slowly drop until it crushes those beneath of it. Those caught in an Explosion Template area of effect must attempt to disable the Trap within 1D10+1 minutes or be Slain!.

VENOMOUS DART

Type: Complex
Detect/Disable: (Hard -20%) Skill Test
Effect: When triggered, the victim is made subject to 1D6-3 (to a minimum of one) doses of any Venom you choose. Feel free to mix poisons together, so that the victim is affected by multiple Venoms. Venomous traps may alternatively be set up as booby traps, exploding contact poison across a door's handle, on a latch, in the keyhole or on a clasp or hinge. In these cases, only refer to a single dose of Venom.

CONSTRUCTING TRAPS

Only a single trap can be constructed at a time. The Difficulty Rating to create a trap varies, based on the examples below:

Pendulum Trap: (Trivial +30%) Tradecraft Test

Ensnarement Trap: (Easy +20%) Survival Test

Trip Wire Alarm: (Routine +10%) Survival Test

Pit Trap: (Standard +/-0%) Survival Test

Man Trap: (Challenging -10%) Survival Test

Venomous Dart: (Hard -20%) Tradecraft Test

Gas Trap: (Arduous -30%) Tradecraft Test

To have a chance at crafting a trap, a Character must have a Skill Rank in either Survival or Tradecraft (depending on the trap type as mentioned above), have access to proper tools, materials such as wood and wire (which are expended) and be left uninterrupted for at least 1D10+1 hours for rudimentary traps or 1D10+1 days for complex traps.

With a successful Survival or Tradecraft Test, you craft the trap you intended to make. A Critical Success creates a better trap and causes anyone who intends to detect or disable it to flip the results to fail their Skulduggery Test. Failure results in expending the materials without success, whereas a Critical Failure has the same result as above and triggers the trap upon yourself.

MAGICKAL MENAGERIE

CHAOS MANIFESTATIONS

When a player who uses Arcane Magick elects to Channel Power, they have a chance of face '6' landing on a Chaos Die. When this happens, two things have occurred. One, the arcanist has lost complete control of the wildly chaotic energies of the Æthereal Veil. And two, the tear in reality between the Material Realm and the Æthereal Veil has been forced to remain open for a short period of time. In these cases, something wildly unpredictable happens. We strongly recommend that you roll D100 to determine the Chaos Manifestation that occurs, but feel free to change them to suit the narrative.

D100	GENERALIST & PETTY MANIFESTATION	EFFECT
1 to 4	Fortune's Mercy!	Ignore Chaos Manifestation, and continue onward!
5 to 8	Ætheric Shock	Magickal energy lashes you with pain. You immediately suffering a Moderate Injury.
9 to 12	Atrophied Hand	The bones and muscles of one of your hands are frozen into an unnatural position by Ætheric energy. Though this is not painful, you cannot move your fingers from their bizarre arrangement for 3 hours.
13 to 16	Blackened Nails	Every fingernail and toenail on your body turns black and falls off. They may grow back over time.
17 to 20	Bloody Nose	Your nose begins to bleed profusely. For the next 3 hours, you lose all sense of smell.
21 to 24	Cold Sweat	All those with a few yards around you break out in cold sweat for 3 hours.
25 to 28	Creeping Congregation	Insects fill the area around you, buzzing and crawling. They do no harm and disperse within 3 hours. Everyone within sight must succeed at a Resolve Test or suffer 1D10+1 mental Peril.
29 to 32	Defiler of Flora	All plant life within 3 yards of you instantly withers and dies.
33 to 36	Despoiler	Within 3 yards of you, milk curdles, wine sours and food spoils immediately.
37 to 40	Fluidic Transmogrification	All liquids on your person instantly turn to brine.
41 to 44	Hairless	Every follicle of hair on your body falls out. It will grow back over time.
45 to 48	Haunted	Distant, ghostly voices call your name for 3 hours. No one else hears them, save you. You are immediately made victim to Stress.
49 to 52	Hobnails	Boot nails pierce everyone's feet. Everyone within 3 yards of you must succeed at a Coordination Test or fall Prone onto the ground.
53 to 56	Horripilation	Your hair stands on end for 3 hours.
57 to 60	Intestinal Rebellion	Your bowels move uncontrollably, soiling your smallclothes (and pride).
61 to 64	Mark of the Witch	Your pupils turn bright red. They revert back to their original color in 3 hours.
65 to 68	Milky Eyes	A milky film covers your eyes for 3 hours. During this time, you cannot succeed at any Skill Test that requires sight.
69 to 72	Over-channel	You tapped too deeply into the subtle warp and weft of Magick. Add a 1D6 Chaos Die to see if you cause future Manifestations every time you cast Magick over the next 3 hours.
73 to 76	Poltergeist	An item in your primary or off-hand goes flying off on its own accord, landing 3 miles away from you.
77 to 80	Riches to Rags	All of your clothing is instantly tattered to shreds, barely clinging to your body.
81 to 84	Tingling Nerves	Every muscle within your body tingles, with pin prick pains lancing from your fingertips to your toes. Reduce your Movement by 3 over the next 3 hours.
85 to 88	Unnatural Aura	All animals who can see or smell you are spooked, and bolt off into the distance until out of your sight.
89 to 92	Waxy Ears	Your ears become plugged with a thick mucus. A successful Heal Test will help, but you cannot succeed at any Skill Test that requires hearing over the next 3 hours.
93 to 96	Wyrdlight	Your body glows with an eerie light for 3 hours.
97 to 100	Misfortune!	Refer to the Lesser Manifestations table instead!

D100	LESSER MANIFESTATION	DESCRIPTION
1 to 4	Fortune's Mercy!	Ignore Chaos Manifestation, and continue onward!
5 to 8	Ætheric Backlash	Chaotic energies wrack your body. You immediately suffer a Serious Injury.
9 to 12	Albino Affliction	You are struck by the chaotic forces of this world. Your skin is turned a pale shade of yellow white for 6 hours.
13 to 16	Allure of Chaos	Your body shudders in both delight and horror. Reduce your Agility to 6% for 6 hours.
17 to 20	Atrophied Limb	The bones and muscles of one of your arms or legs are frozen into an unnatural position by Ætheric energy. Though this is not painful, you can't move the limb for 6 hours.
21 to 24	Bankruptcy	All of your coins instantly evaporate within your pockets, turning into water.
25 to 28	Bilious Regurgitation	You throw up uncontrollably, unable to do anything else for 6 hours. In that time, you spew up much more vomit than could possibly have been contained in your stomach. You are Helpless during this time.
29 to 32	Chaos Imminent	Roll again twice on the Lesser Manifestations Table, and accept both results.
33 to 36	Demonic Possession	You are possessed by another entity for a total of 6 hours. The Gamemaster immediately takes control of your Character during this time. After the time has passed, you have no memory of what occurred.
37 to 40	Enfeeblement	Chaos energy wracks your body, debilitating your fortitude as you reduce your Brawn to 6% for 6 hours.
41 to 44	Eye-fuse	The winds of Magick howl around you. Reduce your Perception to 6% for 6 hours.
45 to 48	Hush the Children	Your breath is stolen. You lose your voice for 6 hours.
49 to 52	Lack of Willpower	Your will is utterly broken. Reduce your Willpower to 6% for the next 6 hours.
53 to 56	Loadstone	Every piece of metal on your body is permanently magnetized.
57 to 60	Melanistic Affliction	You are struck by the chaotic forces of this world. Your skin is turned a pale shade of blue-black for 6 hours.
61 to 64	Mindnumb	You withdraw from everyone around you. Reduce your Fellowship to 6% for the next 6 hours.
65 to 68	Overchanneled Conflagration	The channels of Magick within your body are set ablaze. Add 2D6 Chaos Die to see if you cause future Manifestations every time you cast Magick for the next 6 hours.
69 to 72	Overwhelming Magick	You are overwhelmed by Ætheric energy and are now Stunned for 6 hours.
73 to 76	Storm of Disorder	Roll again on this table. Everyone within sight of you suffers the effects instead.
77 to 80	Stupefaction	Your mind regresses. Reduce your Intelligence to 6% for the next 6 hours.
81 to 84	The Withering	Ætheric energy wracks your body. Reduce your Combat to 6% for the next 6 hours.
85 to 88	Tongue-tied	Anything you say for the next 6 hours comes out as gibberish, rendering use of the Incantation Skill impossible during this time.
89 to 92	Winds of Chaos	A strange wind rises around you, carrying every reagent you own into the sky, disappearing forever.
93 to 96	Wracking Pain	You suffer from burning pain for the next 6 hours, suffering a -20 Base Chance to all Skill Tests.
97 to 100	Misfortune!	Refer to the Greater Manifestations table instead!

D100	GREATER MANIFESTATION	DESCRIPTION
1 to 4	Fortune's Mercy!	Ignore Chaos Manifestation, and continue onward!
5 to 8	Accidental Invitation	You are acutely aware that you have invited an Abyssal fiend onto the material realm. You suffer 9 Corruption.
9 to 12	Ætheric Freeze	A layer of black-red ice covers the ground below your feet, radiating outwards for 9 miles all around. Those who stand upon it must roll 3D6 Chaos Die to see if they cause future Manifestations every time Magick is casted, until it melts 9 hours later.
13 to 16	Boiling Blood	For a brief instant, your blood literally boils in your veins. The fever it brings temporarily reduces your Brawn to 3%. It restores by 3% every day thereafter.
17 to 20	Chaos Made Flesh	Roll again twice on the Greater Manifestations Table, and accept both results.
21 to 24	Dam Has Broken	You are filled with wonderment and terrifying ecstasy. You must cast a Petty, Lesser or Greater Spell every hour for the next 9 hours. For every hour you don't, you suffer 9 Corruption Points.
25 to 28	Death's Endless Dance	The bones of the dead arise from the area around you. They raggedly animate and begin a macabre dance. Those who witness it must succeed at a Resolve Test or begin to dance. For every hour they dance, they drop one step down the Peril Condition Track negatively. However, they can make another Resolve Test for every hour to stop dancing. Once they are Incapacitated! they are also Slain! where they once danced. Only after the dance is done – or else 9 hours have passed – will the skeletons clatter back into a heap of bones.
29 to 32	Engulfed	A wide crack splits swallows the nearest building you can see, potentially killing everyone inside. If you can hear their dying screams, you suffer 9 Corruption Points.
33 to 36	Gaze of the Medusa	Your hair begins to swirl as if possessed by snakes. Those whom you make eye contact with must succeed at an Awareness Test or are turned to stone for 9 hours. By closing your eyes, the gaze can be stopped.
37 to 40	Head Popped Off	Surprisingly, your head falls off into your hands... yet you still live, able to speak, eat and breath. Everyone who witnesses this atrocity suffers 9 Corruption Points. You can reattach it temporarily, but any Injury you suffer causes your head to fly off just outside of easy reach. This effect lasts for 9 hours after which time your head can be permanently reattached.
41 to 44	Heretical Visions	The Abyssal Prince of Violence shows you a vision of your own death. You immediately suffer 9 Corruption Points, but cannot remember how you'll die though you suffer nightmares about it forever.
45 to 48	Lineage Concluded	The infection of chaos permanently renders you sterile. You gain the Eunuch Drawback. If you already have this Drawback, you instead suffer 9 Corruption.
49 to 52	Mark of Chaos	Permanently reduce your Brawn by 1%, as a one-inch rune is branded into your flesh. The rune is a contract which signs your soul away to a Higher Demon of the Abyss, whose True Name is immediately revealed to you. Once you gain 13 marks, replace your Order Alignment with any one Chaos Alignment. With 13 marks, when you gain 10 ranks towards your new Order Alignment, you instead lose a Fate Point. If you have no Fate Point to give, you are instead Slain!, claimed by your new demonic lord.
53 to 56	Mind Rot	Your brain is muddled by Ætheric energies. You permanently reduce your Intelligence by 1%.
57 to 60	Pontypool	You unknowingly start the spread of a terrible plague, transmitted by voice. Everyone that hears you speak and understands your words must make a successful Toughness Test or be exposed to any Disease the GM feels appropriate. The only cure is to simply not speak or by waiting 9 hours until it passes.
61 to 64	Power Drain	With a 'whoosh', your ability to cast Magick is robbed from you for the next 9 hours.
65 to 68	Spasmodic Paroxysm	Your entire body convulses violently as the pure stuff of Ætheric chaos courses inside; you nearly bite off your tongue. You become very difficult to understand and must flip the results to fail all Incantation Tests for the next 9 hours.
69 to 72	Storm of Chaos	Roll again on this table twice. Everyone within 9 yards of you suffers the effects instead.
73 to 76	The Black Road	A road paved with flat, black stones visible to you and anyone else who possesses at least one Skill Rank in Incantation. Travel along the road is greatly accelerated, allowing you to bridge distances by 3 times the normal speed. The road can lead to any real, possible place you desire. Should you follow it, you and anyone else walking it suffers 9 Corruption per day of travel. The road disappears after 9 days.
77 to 80	The Hitchhiker	A bright pinprick of light appears in the sky above you. Over the course of 9 hours, it grows closer and closer until it strikes the world, somewhere a safe distance from you. An Abyssal hitchhiker who is your sworn enemy came along for the ride. You gain the Nemesis Drawback. If you already have this Drawback, you simply gain yet another Nemesis.
81 to 84	Thunderstruck	You are thunderstruck from the heavens, immediately suffering a Grievous Injury.
85 to 88	Unmitigated Rage	Everyone who can see you must succeed at a Resolve Test or grow irrationally outraged by your very presence. They all move to attack you, only to come to their senses 9 minutes later.
89 to 92	Winds of Chaos	A dark, dry wind swoops down from the sky. The soil dries up and blows away leaving nothing but featureless sand and stone. These grounds are left barren forever. Those who stand within 9 miles suffer 3D10+3 Damage.
93 to 96	Witherlimb	One of your hands is entirely rendered useless. You gain the Veteran's Hand Drawback.
97 to 100	Abyssal Maw!	You are swallowed by an unearthly mouth into an endless black pit, leading into the deepest hells of the Abyss. Unless you have a Fate Point to spend, it's time to roll up a new Character.

MALIGNANCIES

Malignancies manifest for Professions with the Drawback of Black Temperament. Malignancies are permanent and may potentially occur in tandem with Chaos Manifestations. Characters can be afflicted by multiple Malignancies, potentially gaining the same Malignancy with different effects.

D100	MALIGNANCY	EFFECT
1 to 8	Abhorrence	Every time you gain this Malignancy, you gain an aversion to an everyday sound or sight, such as infants or the whinnying of horses. When you are exposed to it, you suffer a -10 Base Chance to both Fellowship and Perception-based Skill Tests.
9 to 16	Character Flaw	You gain a serious personality flaw, such as morbidity, aggressiveness or megalomania. You lose 3% from your Fellowship every time you gain this Malignancy.
17 to 25	Death Aura	You cause plants to wither within one yard of you when you cast Magick. Every time you gain this Malignancy, you increase the radius by one additional yard.
26 to 33	Decrepitude	You are rendered unnaturally weak. Your body is sapped of its strength. You lose 3% from Brawn every time you gain this Malignancy.
34 to 41	Disfigurement	You gain an unsightly physical characteristic, such as a pulsating wart above your eyes, a hunched back that is a hive for hornets or fur that bristles in your palms. You lose 3% from your Perception every time you gain this Malignancy.
42 to 49	Falling Sickness	You fall into fits of shaking and frothing under tense situations. When you suffer from Fear or Terror, you must succeed at a Resolve Test or fall to the ground, left Helpless for 1D10+1 minutes. If you already have this Malignancy, re-roll on this table.
50 to 58	Fetid Stench	You reek of an odoriferous stench when around others. It may be of sulfur, filth, rotten eggs or worse. You suffer a -20 Base Chance to Rumor Tests. If you already have this Malignancy, re-roll on this table.
59 to 67	Living Cadaver	You gain the pallor of someone freshly dug from a graveyard. You suffer a -10 Base Chance to all Charm Tests, but gain a +10 Base Chance to Intimidate Tests. If you already have this Malignancy, re-roll on this table.
68 to 76	Plague-bearer	You become a carrier of a dangerous disease, such as Tomb Rot. However, you do not suffer its effects. Anytime you share intimate or violent physical contact with another, they must succeed at a Toughness Test or become infected by it. If you already have this Malignancy, re-roll on this table.
77 to 85	Rawboned	You slowly become emaciated, deathly thin and withered. Immediately move your build type down one step. For instance, if you are corpulent, you are now husky. Once you reach frail (or are already frail), reduce your Brawn by 9% and you can never gain this Malignancy again; instead, re-roll on this table.
86 to 92	Unnatural Appetite	Every time you gain this Malignancy, you gain a hunger for unusual substances. It may be for grave dirt, animal viscera, humanoid waste or other terrible craving. When confronted by it, you must succeed at a Resolve Test or be compelled to eat it and be left Helpless for 1D10+1 minutes.
93 to 100	Unusual Allergy	Every time you gain this Malignancy, you gain an allergy to a common material, such as fur, linen or even food. When you exposed to it, you suffer a -10 Base Chance to both Combat and Agility-based Skill Tests.

DIVINE PUNISHMENT

When a Character who uses Divine Magick elects to Channel Power, they have a chance of face '6' landing on a Chaos Die. When this happens, two things have occurred. One, the cleric has reached beyond the Æthereal Veil to call forth to other long-lost gods or demons to augment their power. And two, their own god has caught wind of this and has decided to punish the transgression.

When this occurs, each god maintains a separate set of Divine Punishments, specifically tailored to punish their worshippers. Unlike Chaos Manifestations, however, Divine Punishments remain in effect until Atonement is attained. In addition, they grow worse with time. If a Character has been subjected to a Minor Punishment and runs afoul of face '6' on Chaos Dice, they also now suffer from a Middling Punishment. The same applies for Major Punishments; the effects stack. The examples below represent several examples of Punishments you can mete out to your Characters. Use these as a guideline and feel free to change them as you see fit.

THE CROUCHING ONE

MINOR: Until you attain atonement for your transgressions, you Bleed every time you suffer Damage, regardless of whether you are wearing armor or not.

MIDDLING: Until you attain atonement for your transgressions, you cannot use Fury or Magick Dice to modify Damage you inflict with weapons, spells or other abilities. In addition, when you are involved in combat, you provoke the ire of foes more easily, seen as the greatest danger (which must be attacked first).

MAJOR: At the end of every week roll a 1D6 Chaos Dice. If it lands on face '6', an NPC you interacted with that week will either have an assault attempt made on them or be outright murdered. Further, the blame for this assault may be placed upon you, despite evidence to the contrary. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you.

THE CUSTODIAN

MINOR: Until you attain atonement for your transgressions, you must succeed at a Resolve Test before awakening every day or else suffer from Sleep Deprivation (as indicated in **Chapter 9: Hazards & Healing**).

MIDDLING: Until you attain atonement for your transgressions, all creatures classified as being Supernatural inflict an additional 1D6 Fury Dice in Damage to you. In addition, you act as a beacon for unrest and necromancy, as these same creatures and others who practice necromancy actively seek to cause you harm.

MAJOR: If you use a Fate Point while under the effect of this Major Punishment, you immediately gain 3 Chaos Ranks. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE DEMIURGE

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail Handle Animal and Ride Tests. In addition, you cannot Dodge or Parry attacks from creatures classified as Animals or Beasts.

MIDDLING: Until you attain atonement for your transgressions, you must eat at least three meals per day or suffer from the effects of Starvation. In addition, game animals and other Small Critters are frightened by you, actively fleeing the immediate area.

MAJOR: The more zealous of the Demiurge's faith see you as a herald of sickness, and react to you accordingly. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE GOD-EMPEROR

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail all Charm and Bargain Tests. In addition, you suffer 1 Corruption for every failed Fellowship-based Skill Test.

MIDDLING: Until you attain atonement for your transgressions, you must flip the results to fail all Skill Tests relying on sight. In addition, should you lay eyes or hands upon symbols or other religious iconography of the God-Emperor, white light blinds you momentarily and you immediately suffer 2D10+2 mental Peril.

MAJOR: The more zealous of His religion will see you as an apostate that needs to be purged, as if you were a Mutant. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE LEARNER

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail all Intelligence-based Skill Tests. When you fail, you also suffer 1D10+1 mental Peril.

MIDDLING: Until you attain atonement for your transgressions, you suffer 3 Corruption for every failed Intelligence-based or Willpower-based Skill Test. In addition, you can no longer read or write, as this ability has been stripped from you.

MAJOR: No matter where you go, people are suspicious of you. No one is quite sure of your crime, but they are sure that you did something and any local judiciary will hound you until it can discover what you did (or blame you for something) and then throw the book at you. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE LEVIATHAN

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail all Skill Tests related to water, such as use of Athletics for swimming and Pilot for sailing.

MIDDLING: Until you attain atonement for your transgressions, the only way to stave off dehydration is through the consumption of alcohol, as you must become Intoxicated once a day. Otherwise, you suffer from Starvation.

MAJOR: Rain will follow you, storms will wrack ships and lightning will splinter masts. Additional effects of this are up to the GM, but you are seen as little more than a false prophet and a Jonah by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE MARTYR

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail all Heal Tests. In addition, all failed Heal Tests by your hand always leads to Infection as you suffer 1 Corruption in turn.

MIDDLING: Until you attain atonement for your transgressions, you cannot recover any steps on your Damage Condition Track by any means whatsoever.

MAJOR: Wherever the sinner goes, the sick will die, the healthy will suffer accidents and infection and disaster will fall upon hearth and home. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE NIGHTFATHER

MINOR: Until you attain atonement for your transgressions, you automatically fail any Skill Test to strike deals of a monetary nature. In addition, a single brass penny (bp) disappears from your pockets before awakening every day. If no brass pennies (bp) are available, then a silver shilling (ss) will do, and if no silver shilling (ss) are available, then a gold crown (gc) will do. Should you have no coins to give, you instead drop one step down the Peril Condition Track negatively.

MIDDLING: Until you attain atonement for your transgressions, you must flip to fail all Agility-based Skill Tests. In addition, reduce your Movement by 3.

MAJOR: You cannot take advantage of Fortune Points whatsoever. In addition, the GM gains 3 Misfortune Points every game session to use exclusively against you. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE STEWARD

MINOR: Until you attain atonement for your transgressions, any weapon you wield in-hand is treated as if it possesses the Weak Quality. In addition, if you fail to Parry a blow or Critically Fail a Combat-based Skill Test to strike a foe, your weapon gains the Ruined Quality.

MIDDLING: Until you attain atonement for your transgressions, you must flip the results to fail all Combat-based Skill Tests. In addition, you cannot succeed at Leadership or Warfare Skill Tests whatsoever.

MAJOR: Riots and conflicts that spring up around you are attributed to you and people see you as a meddler and usurper. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

THE WINTER KING

MINOR: Until you attain atonement for your transgressions, you must flip the results to fail Toughness and Survival Tests. In addition, no fires can be made or set by your hands and you instantly extinguish any heat source you stand near (save for massive conflagrations and the like).

MIDDLING: When conflict erupts – such as during a combat encounter – you must roll a 1D6 Chaos Die. Should it land on face '5', one of the pack will join the fray, determined to take you down. Should it land on face '6' however, a Silverback Warg joins the fray.

MAJOR: The vast majority of civilization sees you as a backwards savage, perhaps even mistaking you for a cannibal. Additional effects of this are up to the GM, but you are seen as little more than a false prophet by worshippers of your faith. Finally, your ability to cast Magick is stricken from you. These effects last until you attain atonement for your transgressions.

ATONEMENT

For every transgression against the gods, there must be sacrifice. The path back to righteousness is uncertain. Each priesthood has recorded of times of censure by the gods and the penance sinners have sought to please their divine masters. To no great surprise, these cumbersome and often puzzling accounts do not provide hard and fast rules to appease the gods. There are no tidy and moral lessons on how to escape the somewhat contradictory approach that the gods take with their worshippers. But who are mortals to question the rhyme or reason of beings vastly more powerful than they?

When a worshipper angers their god, there is only one way to absolve themselves of their sin: seek atonement. However, absolving oneself of transgressions is neither a clearly-defined task nor an easy one. While each god may require different forms of atonement from their worshippers, one thing is clear: the cleric themselves must define what they will sacrifice, in hopes of achieving absolution. These could be minor acts, such as presiding over the funeral of a fallen soldier in the case of the Custodian. Another example could be walking bare-footed for three days in the wilderness should they have irked the Demiurge. More serious forms of atonement may include ritual flagellation in the case of the Crouching One, giving up all the coins in your pockets to appease the Nightfather or a vow of silence in hopes to seek absolution from the Learner for spreading false lies. Most clerics will start with petty sacrifices and slowly ratchet up their acts of penance until they find absolution.

In most cases, providing that the sacrificial act or style of penance is narratively appropriate, atonement should be attained. This means that as a GM, you need to be very clear with your players about the tenets of their gods, what is expected of them and to give clear indication when they may be committing acts seen as unfavorable in their god's eyes. Communicate clearly with players during the Character creation phase and throughout their growth the requirements of their faith. With this in mind, when you dole out a Punishment, take the player aside to speak to them about what this means for them as a Divine Magick user. Coach them to explore their form of penance on their own, but one that won't detract significantly from the enjoyment of other players and the story at-hand.

Whatever decision they make, sure that the player declares aloud what act of penance they will take. Feel free to nudge them in the right direction, but make certain that the player

makes this decision and not you. Be open-minded as they make suggestions on how they intend to atone for their sins.

MAGICK ITEMS

There are legends of enchanted blades of mythical strength, armor which can withstand the most formidable of blows, rings which grant extra lives, mantles which cause one to become invisible and more. From artifacts wrought in the dawn age by the firstborn gods to books bound with the flesh of children, hundreds of stories persist of ancient items of great and terrible repute.

Most of these are simply stories. Sure, there are plenty of amulets out there that swindler priests will pawn off as being Magickal, swearing that such and such ring gave a little old lady two hundred long years of life before she choked to death on a *croûton* in her soup. They may even spin a hilarious yarn about a pair of silken boots that gifted their Lowborn brother exquisite dance moves to land a blue-blooded lady's hand in marriage. The huckster will try to convince you that dropping this simple – yet expensive – coin into a tankard will automatically dissolve poison from spurned lovers or turn unrequited ones into sex-crazed maniacs. Nine times out of ten, these are useless trinkets pawned off as magnificent objects. However, for the one in ten... there may be some truth to it.

Magick items are not found in shops nor sold on the open market. There are no artificer wizards churning out armor, shields, weapons and fetishes for use by others. The art of enchanting items has been long lost and not even the elder races understand how to craft them today. Only the mightiest of champions in the histories – decidedly doomed heroes to be certain – have beheld items of true Magickal repute. The promise of power is enough to drive anyone mad – rest assured that these same 'heroes' were villains through and through, abusing its power for their own mad design. Even if these items were to be uncovered, inquisitors and other heresy-mongers would assuredly do everything in their power to seek them out and destroy them (unless they too, were ensorcelled by their promises of power). Magick items that have survived the testament of men and the passing of time are firmly divided between two camps: Artifacts and Relics.

ARTIFACTS

The first Artifacts were assuredly created by mad wizards, thousands of years ago. The desire to replicate the rune Magick of Dwarven clans lead power-hungry mortals towards the creation of Artifacts, sacrificing parts of their own soul to see their works to their completion. They went to great lengths to wait for the alignment of stars and positioning of the dominion planets to pinpoint places where the Æthereal Veil was thin and weak. Along these ley lines, the endless pit of the Abyss yawned open, whispering its damning promises to enchanters. Pouring forth into the Material Realm, arcanists channeled this power within themselves, acting as a battery for raw chaos. By harnessing it, they were able to create the first Artifacts. Though stories of Artifacts are many, only a handful of Artifacts are still spoken of today.

THE BEYOND

The Beyond is the macabre magnum opus of a madman; an unfinished painting of massive proportions. It depicts physical despair, stretching into an unending horizon where bogs of festering miasma consume the desperate final remnants of light. The dead and the damned crawl and feed upon one another in an endless cycle as their haunted, hateful eyes gaze back at the viewer.

Is it a physical manifestation of the Æthereal Veil, the membrane between this world and the next? Or, is it a living ritual? The Beyond has been called a great many things, but always in hushed whispers. Few, if any, truly understand the works of Malen Fulci. One might argue that to even try is to enter the mouth of madness. Entering the world hated as

the bastard son of a fallen priest, the artist had always seen the world differently. Tortured and left at the brink of death for years during a tumultuous war, his deranged perception found razor focus. Some argued his works came alive, each composed of unique and terrible components. But, the Beyond is different. His cult of followers to this day hunt the lands to feed The Beyond, for it is never finished, never sated. It hungers to make its dark landscape reality and ours the portrait.

POWERS: The painting is a gateway to any realm an admirer of its macabre work can possibly imagine: flown to the other side of the Material Realm, projected into the weightlessness of the Vault of Night, tossed into the bewildering buffeting winds of the Æthereal Veil or even cast into the endless pit of the Abyss. A suitable blood sacrifice must be made, determined by the GM. However, a painter can be granted any one wish, should they illustrate their desires upon the canvas themselves. The would-be painter must complete a portion of the painting, using the blood of another living being from their own Ancestry, taking no less than one year of time. The blood must be wrought from a lover or highly-trusted member of their family. Once the wish is fulfilled, the painting disappears and the painter gains 9 permanent Chaos Ranks.

MANTIC CALCULATOR

Many moons ago, there existed an orrery device of such great proportions, that it had to be contained in the tallest of towers. Built by a group of nine wizards, it was a perfect replica of the known world. A great armillary sphere dominated the mechanism, with every continent, ley line and sacred stone circle marked on it. The sphere was built from a hemisphere of silver and an encasing sphere of gold, moving as a yin-yang symbol over one another. Each of the clockwork pieces were built of brass and rare stones, moving in all directions at once in unison. Above it, smaller globes hovered, attached to hoops of iron. Beyond that, long rods affixed to even smaller armillary spheres extended outwards. Deep within the main sphere rested a golden throne, with a vast series of lenses and spectacles affixed to flexing metal arms, uncovering the secrets which lay beyond the stars. Together, this device – dubbed the Mantic Calculator – ticked and tocked, its many parts moving, driven purely by Æthereal energy. Ensconced within a bulbous minaret atop a preceptory in the mountains, the Mantic Calculator could track not only the movement of stars and the seasons, but also predict terrible happenings in the Vault of Night. It foretold of when the stars would fall, where the Æthereal Veil was the thinnest and what series of events would lead to the Abyss pouring into the world. It reputedly predicted the falling of a star during the cataclysm, which bore the genesis of Wytchstone to the world. Yet today, only the towering minaret remains, as remnants of the Mantic Calculator lay scattered amid the ruins of the preceptory. No arcanist nor cleric of the higher mysteries has been able to puzzle out how to put it back together. Only the throne remains, with its myriad of lenses in varying states of disrepair. Should it ever be reassembled, however, it could lead all of mortal kind into an age unseen since the gods walked the earth.

POWERS: By sitting upon the golden throne, a would-be astrologer's Intelligence is immediately boosted to 100%. However, the astrologer cannot remove themselves from the throne, held fast to its seat for no less than nine days. After merging with the infernal machine, every Skill Focus is granted to the astrologer. Such vast amounts of information drive the user mad as they instantly suffer from the Disorder of Deranged Hero. Finally, the Mantic Calculator allows its user to predict precisely what will happen a day before it unfolds. Once unseated from the Mantic Calculator, the astrologer's Intelligence returns to normal.

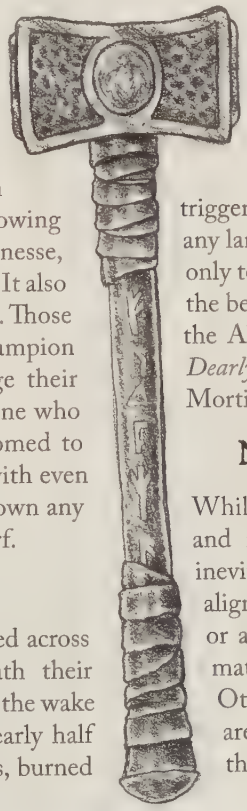
RELICS

Whereas Artifacts were undoubtedly crafted, Relics are of a vastly different nature. There were terrible times that came to pass, where mighty armies of heavenly and demonic soldiers waged war, when gods walked upon the earth and other events of great significance came to pass. In their wake came cataclysmic results, where items became unintentionally empowered by the influence of order and chaos made manifest. Romanticized in stories, these ancient Relics wait for the right person to unlock their latent power; useless in the hands of the unworthy. Relics have historically been presented as gifts to powerful Abyssal Dukes from their true demon masters, eventually making their way to the Material Realm. Some even suggest that foolhardy, yet powerful, divinely inspired zealots have even passed beyond the Æthereal Veil into the endless pit, in hopes of recovering an accursed item to use for the greater 'good'. Many have failed; all that remains are the horror stories of the saints who cast themselves into the Abyss, only to be eternally tormented by their lust for ceaseless power.

HAMMER OF THE GOD-EMPEROR

The God-Emperor is a revered figure, both as a god and as hero of all mortal kind. His radiant hair and glistening armor are integral to how his worshippers honor him in their hymns and illuminations, but often just as famous is the God-Emperor's massive war hammer. It is this weapon, carved with the image of a burning star, that He used to strike down the Mutant slave masters and founded a mighty empire. But this hammer was not forged by the God-Emperor. When the God-Emperor was still a mortal name Sigmund, He journeyed far to the north, where the Abyss opened onto the Material Realm. Therein, he stumbled upon an ancient ruin and found the war hammer deep within, radiating an iridescent glow. As He took it up, Sigmund's head filled with divine providence that the war hammer was a tool of primordial creation; the very hammer that struck upon the anvil of reality. He then strode forth from the Abyss to conquer and unify mankind into a single empire, with the war hammer becoming an eternal symbol after he was canonized.

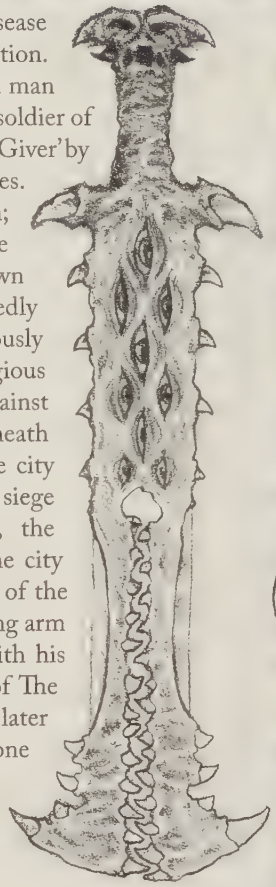
The relic is reputedly locked away in the most highly guarded of the Godsworn's holy reliquaries. The Hammer of the God-Emperor is their most important artifact and massive crusades would be started if it was ever stolen. Naturally, a number of false hammers have floated around. There are even whispers that the true war hammer is not kept in the Godsworn's vaults, but instead held in-hand by an unassuming peasant girl. Some speak that the hammer lies in a deep crevasse – a portal between the Material Realm and the Abyss. What truth there may be with that is largely unconfirmed.



POWERS: Only someone with a [BB] and [WB] of no less than 13 can heft the hammer above their head. It acts as a Martial Melee weapon known as a war hammer, possessing the following Qualities: Castle-forged, Defensive, Fast, Finesse, Powerful, Punishing, Reach, Shrapnel and Vicious. It also has all three Master Runes carved upon its handle. Those who wield the hammer are forever cursed to champion the cause of the God-Emperor and must change their Alignments to Zeal and Fanaticism. Finally, the one who wields the Hammer of the God-Emperor is doomed to forever protect the Dwarves, brooking no parlay with even those who give them a snide look. They will put down any person; man, woman or child, who attacks a Dwarf.

THE WHORESON

Many centuries ago, a great and terrible war erupted across the Material Realm. All nations, united beneath their region's banner, invaded one another's territories. In the wake of this thirty year-long war, it was spoken that nearly half of the population perished – lying dead in ditches, burned at the stake, given to famine and disease or made victims of rapine and mutilation. At the head of these atrocities was a man named Gustave the Great. He was a soldier of the church, affectionately called 'The Giver' by his allies and 'The Taker' by his enemies. Gustave was a dichotomy of a man; both priestly and monstrous. The Giver was magnanimous to his own people, whereas the Taker was decidedly cruel to his enemies. Ceremoniously manic and dedicated to his religious cause, the Taker led a great siege against an ancient city called Wurzburg. Beneath his command, his troops sacked the city and destroyed its walls with massive siege engines. After seizing Wurzburg, the Taker beheaded every captain of the city guard, while the children and wives of the captains were hung from the throwing arm of a mighty trebuchet, decorated with his banners. Left behind as a symbol of The Taker's sanguine campaign, it would later be dubbed The Whoreson. Were one to locate the trebuchet today, likely you'd find the tiny bones of children half-buried in the soil, with daisies growing in the red-black clay.



POWERS: It is spoken that any rock flung from this trebuchet will spread Filth Fever across any settlement that its stones land in. Also, any ammunition flung will instantly destroy any wall, standing building or otherwise man-made contrivance of war. Given its nature of extreme destruction, anyone attempting to pull the trigger mechanism must roll 6D6 Chaos Die. Should any land on face '6', the user is flung into the air as well, only to fall to their doom. Finally, those who pray below the beam of The Whoreson can directly commune with the Abyssal Prince of Violence (as if they had casted *Dearly Departed*, a Lesser Magick from the Arcana of Morticism).

NON-PLAYER CHARACTERS

While adventurers will have their share of hardships and make many enemies along the way, they will inevitably make contacts as well. Some of them will align with Characters due to similarities in ideologies or as a means to an end. They may be friendly as a matter of convenience or share the same allegiances. Others may occupy an ambiguous or tenuous gray area, where friend and foe are sometimes one and the same. In situations like these, you must think

carefully about NPC agendas, as they will mostly inform their interactions with the Characters.

You can custom tailor an NPC's general disposition, using several factors in this book. You can randomly determine their Ancestry, age, Social Class and Profession if you wish by going back to **Chapter 3: Character Creation**. Finding out their Motivation may further illustrate where their allegiances lay. Finally, determine whether they are Order-Aligned or Chaos-Aligned, as this will have a major impact on interactions with the Characters. Finally, every person the Characters interact with will have a name and likely a backstory as well. Their age may also be a factor. While you don't necessarily have to create a detailed history of each NPC they interact with, giving them a name and jotting down a few notes about their professional history or their family helps bring these NPCs to life as the Characters deal with them.

ORDER & CHAOS ALIGNMENT

Much like a Character's own personal motivations are influenced by their Alignment, so too are the NPCs they interact with. Unlike Characters, though, they do not track Corruption or specific Alignment Ranks. Instead, you can make the decision whether they are Order-Aligned or Chaos-Aligned, and track it in your own notes. As Characters will grow to understand, those who share similar ideologies will be significantly easier to convince and work with. Roll dice or flip a coin to determine their Alignment; the choice is yours.

D100	ALIGNMENT
1 to 50	Chaos-Aligned
51 to 100	Order-Aligned

MOTIVATIONS

All Characters have different reasons for the choices they've made. While often unclear, they result from a lifetime of experience and hardship. These drives create a defining purpose for NPCs, called Motivations. It's what makes them endure the endless hardship of a grim & perilous world, as the rewards for their Motivation are often greater than the sacrifices they must make to achieve them.

NPCs are often driven by several different agendas and may have different urges. Some of these may be earthly, such as the drive to accumulate wealth, and others may be more spiritual, such as to please a wanton god with endless forms of adoration and sacrifice. For instance, villains don't scheme for the mere purpose of being evil; no, they do so with an end goal in mind. Motivations gives you a keyword you can refer to when the Characters interact with their contemporaries. It also gives you an idea whether Characters share a common bond or goal with them. For instance, a Bounty Hunter Character will likely have a shared ideology with the village sheriff if they're working towards the same goals. All the same, a player's Diabolist may find himself on the wrong side of the torch, should an aggressive peasant-hero learn of their heresy.

Playing towards these Motivations is vital in creating deep and compelling NPCs. Feel free to roll D100 to determine a random Motivation for important NPCs or select one you feel most appropriate: Although these tables are not meant to be restrictive, they can give you an idea about how an NPC makes decisions to achieve their goals.

D100	MOTIVATION
1 to 5	Absolution
6 to 10	Ascendancy
11 to 15	Decorum
16 to 20	Defiance
21 to 25	Destruction
26 to 30	Dominion
31 to 35	Emancipation
36 to 40	Homage
41 to 45	Innovation
46 to 50	Judgement
51 to 55	Largesse
56 to 60	Legacy
61 to 65	Metamorphosis
66 to 70	Nihilism
71 to 75	Peace
76 to 80	Perfection
81 to 85	Revelation
86 to 90	Secrecy
91 to 95	Veneration
96 to 100	Vengeance

ABSOLUTION: Those who are driven by this Motivation seek to be redeemed through their actions, either to a mentor, peer or perhaps a god. They will often go to great lengths and sacrifice others, to guarantee that they are given clemency for their crime. And crimes committed along the way... well, those too will be absolved.

ASCENDANCY: Whether for moral dominance or from a position of power, these people will stop at nothing to maintain their *status quo*. Slipping backwards is not an option, forward momentum is their goal. Those who stand in their way can become allies or be simply tramped over.

DECORUM: Propriety is paramount, as seemliness leads to a better end. While they maintain airs in front of others, it may all be a show, meant to hide their darker predilections behind closed doors. In public and before their peers, however, they must appear astute and reputable.

DEFIANCE: Every cause is worth dying for and the defiant will harp endlessly on about what they feel is just and right. Their sense of true justice may be skewed by their inability to give ground or call it quits. Even in the face of danger, they're remain resolutely disobedient.

DESTRUCTION: Those given to this Motivation care little for the world and would rather see it burn than flourish. While they may not take an active hand to help kindle the fire, they certainly aren't going to toss a bucket of water on it when it starts to burn everyone and everything around them.

DOMINION: Territorial and haughty, these folk believe that their home is their castle. And perhaps even your castle is their castle. They broker no deals nor make allegiances unless it strengthens their sovereignty over what they hold most precious.

EMANCIPATION: Freedom and choice are the watchwords of this Motivation. Free thought and independence are keys to make society better. They may even foment rebellion or support illegal activities to see that personal freedom is achieved, but are not afraid to enslave others to see that their ideology is met.

HOMAGE: Those who are motivated by Homage do aught else but emulate the behaviors of a peer. Succor, adoration and obsequiousness are often the descriptors of those who care nothing of themselves, but live only to appease others.

INNOVATION: Those who thrive on discovery embark upon an endless quest of self-fulfillment. Innovators may be friendly naturalists or murderous magicians, hell-bent on creating a new world for themselves. They hold dear their achievements and may stop at nothing to see that others fail in their footsteps.

JUDGEMENT: Standing upon high, they believe that there is only one truth in this world – their own. Whether empowered by the state or by a god, their shrewdness is matched only by reasonable arguments. It is rare that they entertain others' ideas in this regard, given that they discriminate indiscriminately against others' sense of prudence.

LARGESSE: Generous to a fault, they dispense favors and gold ceaselessly. Their munificence is well-regarded by their friends. Unsurprisingly, sycophants and hanger-ons often circle around the charitable. But they, too can be used – perhaps the philanthropy of the kind-hearted is dispensed if only to cover up their true crimes.

LEGACY: They must leave something behind, whether it be an esteemed name, reputation, commemorations or their seed. Heritage means everything to them, going to great lengths to know everyone knows about their victories and achievements. This may mean erecting temples in their name or racking up a murder count that would make the most heinous of criminals blush.

METAMORPHOSIS: Change and evolution are all that matter. Evolving from where they're at now into something else is the only way to live. Being upjumped from their current circumstances, growing in their duties and responsibilities or transmutation into something less human would fulfill their intent.

NIHILISM: Life means nothing. Do what you want. Party as you like. Steal to your heart's content. It may also mean that one predisposed to such entropic desires care little if their own goods are stolen. However, it would prove a great test of faith to see what little property they have taken by another.

PEACE: An end to hostilities is the only way to pure enlightenment. But, peace isn't always sown by making deals with their enemies. Sometimes, peace can only be achieved forcibly through tyranny. This may not suit every peacenik, but plenty of rulers use moments of chaos as a way to enforce harmony with violent reprisal.

PERFECTION: Infatuation with their looks or capabilities drives these people to places others might not like. They abhor others who may be comparable to themselves. They may spite others' faces for their perfect noses – and simply cut it off to wear as their own. Or, perhaps they hide their inadequacies behind a carefully prepared veneer of makeup and rouge.

REVELATION: The word of gods or the universe, will teach everyone else what it means to be faithful. Only a few are worthy of knowing the truth, and no others may understand the complications that are to come but those awaiting Revelation.

SECRECY: Obfuscation of the truth and staying out of the limelight, suits them just fine. Those obsessed with Secrecy would rather not attract attention from others, especially if it would raise the ire of witch hunters seeking out the heresy they practice.

VENERATION: They seek to be worshipped, whether for personal achievements, adoration of their physical selves or hero-worshipped by soldiers. There have been many kings and priests who've desired to be worshipped as gods born upon earth, but a rare few ever deserved such attentions.

VENGEANCE: A right must be wronged and they'll stop at nothing to see it happen. Once the wrong is righted, however, some borne upon this path may continue a twisted game of finding wrongs to be righted. Many a masked vigilante have been led astray to seek vengeance.

SOCIAL INTRIGUE RULES

When a Character seeks to either convince another of a significant falsehood, persuade another party to capitulate to demands they'd not otherwise readily agree to or plant their own agendas into the mind of others with a profound effect, you will engage in a mechanic called Social Intrigue.

Like Wilderness Travel, Social Intrigue is a type of challenge that uses Narrative Time to frame its encounters. It is equally as important as Chases Scenes, combat encounters and Wilderness Travel. It lends dramatic weight to key parts of the story you tell, fleshing out the people who inhabit your campaign world and gives credence to the importance of Character relationships outside of the party. It can establish friendships, partnerships and contacts as well as rivalries and enemies who are not as amenable to friendly or persuasive overtures. Social Intrigue also grounds the players and their Characters into the world you present, as new allegiances and hatreds form and crumble.

WHAT SOCIAL INTRIGUE MEANS

Social Intrigue covers both simple interactions and more complex social dealings. It can be something as simple as haggling with a trapper over the price of a fur-trimmed cloak. It can be standing in front of a crowd to entertain or persuade them. It can be diffusing an argument before it erupts into violence. It can be greasing the palm of a city guard to look the other way. It can be intimidation or bullying someone into following your orders.

Verbal sparring is more than a pastime for those quick of wit and silver of tongue – and they are capable of dealing with more complex situations For example, waging a political war of words to unseat a count who has wronged them; negotiating the terms between hostile parties to prevent war between royal houses; spreading specific rumors at a masquerade ball to set one aristocrat against another; or simply working an enemy into shameful submission with a suite of flattery, veiled threats and guile.

However, not all exchanges need to be framed beneath the Social Intrigue rules. Simply ruling that a Rumor Test convinces enough people of some falsehood may be enough. Greasing the palm of a guard with enough coin may be easier to run as GM, as opposed to putting a player through a trial of Skill Tests to work out what happens. Similarly, simple role-play can be used to resolve many social interactions without having to ever roll dice, particularly when failure won't necessarily negatively affect Characters. Ultimately, you need to ask yourself whether it's going to add value to the game at that moment. Although these rules shouldn't be ignored wholesale, you should reserve them for important moments.

WHY SOCIAL INTRIGUE?

As with all things, your responsibility as GM is to determine which social interactions you wish to shape into Social Intrigue. Most role-playing games rely less on social-based Skills and lean on player's ability to role-play. While **ZWEIHÄNDER** still encourages social interactions to be role-played, there exists a suite of roles that can enhance these interactions, introducing a process to determine precisely what it means to achieve victory or earn defeat (beyond a simple **yes/no** outcome) in the social arena.

Used sparingly and only at climactic interludes during a game session, you can use Social Intrigue to stand out as a special event where players and Characters can plan, plot and engage in tense verbal assault against other NPCs.

SOCIAL INTRIGUE OVERVIEW

Below is a quick guideline to follow when using Social Intrigue:

Step I: Determine Complexity

Step II: Resolve Simple Exchange

Step III: Discuss Objectives

Step IV: Social Tactic

Step V: Character Reputation

Step VI: Social Class & Disposition

Step VII: Social Tactics Check

Step VIII: Role-Play Exchange

Step IX: Resolution

STEP I: DETERMINE COMPLEXITY

Initially, you need to decide how complex you want the exchange to be. It is divided into two types of Exchanges:

SIMPLE EXCHANGE: Simple Exchanges generally require one well-reasoned argument or one Skill Roll between one Character and NPC. Examples include haggling over the price of something, bribing a minor official to ignore trespass, gathering rumors and other examples. This is the most common form of Social Intrigue you'll use. Generally, you won't even need to communicate these sort of exchanges directly to the players. You'll likely already have in mind the Social Class of the NPC they're preparing to interact with. Keeping most exchanges simple like this is ideal, so you don't have to worry about additional preparation beforehand.

If you are using a Simple Exchange, move onto Step II to set up a Social Intrigue event.

COMPLEX EXCHANGE: Complex Exchanges generally require continuous engagement, arguments, interaction and role-play. This would be to convince a minor noble to capitulate to demands they would normally find unreasonable or gain ingress to a formidable fortification by way of social

intrigue. Complex Exchanges generally require more than a simple verbal barb or bit of flattery to convince another. Generally, these exchanges are best used when players have planned to sow the seeds of discontent with a major mover-and-shaker.

If you are using a Complex Exchange, move onto Step III to set up a Social Intrigue event.

STEP II: RESOLVE SIMPLE EXCHANGE

Simple exchanges generally take no more than five minutes in the game world. They typically don't require the Characters to continuously interact with the NPCs to persuade them to concede. Simply begin the narration and let the player describe what their Character is doing.

> Credence Redding – a Burgher bounty hunter – is at a very exclusive tavern, one which welcomes those of lower social standing. Credence knows that the spy (a mysterious woman called the 'Shadowbroker') is probably inside. However, since the tavern only caters to those of the Lowborn Social Classes, his entry into the tavern is blocked by a surly doorman.

If you determine what the player described their Character doing and saying is good enough, then you can decide that a Skill Test isn't required to achieve what they want. Then you need not continue with the Social Intrigue rules, but simply let the interaction play out and resolve it without any Skill Tests. However, remember that if the Skill Test has long-lasting consequences if it is failed, then the Skill Test is still required. If so, the next step is to understand how the Alignment and Social Class of both the Character and NPC will affect a Simple Exchange.

> Although Credence Redding is dressed as one of the bourgeoisie, he clearly isn't of the same exclusive Social Class as the other patrons. Not only that, the doorman seems to scrutinize every person who walks in. Jeremy, the player of Credence, tells the GM that he intends to bribe the doorman to let him in, handing roughly one week's wage over to grease his palm. The GM would normally rely on a Bargain Test to see if this is successful, but because the amount of money was so insanely high, he dismisses the Skill Test altogether and tells Jeremy that Credence is allowed into the tavern without even a pat-down and the admonition, "I didn't let you in, okay?".

NPC ORDER OR CHAOS-ALIGNED

Every NPC will either be more strongly Order-Aligned or Chaos-Aligned. This means they will tend to side with, and understand, those with whom they share an Alignment, while not understanding or trusting those of the opposite Alignment. These subtle personality quirks are not easily hidden and others pick up on these mannerisms easily. Make this decision during the interaction, roll D100 or simply flip a coin in cases where you'd rather let chance determine their Alignment.

D100	ALIGNMENT
1 to 50	Chaos
51 to 100	Order

NPC SOCIAL CLASS

Generally, you can assume that the NPCs are fairly indifferent towards strangers; having no particular reason to favor or disfavor them. However, the inequities between Social Classes become readily apparent during these transactions.

It is useful to know the Social Class of the Characters at all times. Recording each Character's Social Class will help you transition between narration and mechanics seamlessly. When it's time to determine the Social Class of NPCs, they'll always be either Lowborn, Burgher or an Aristocrat. Use the Social Intrigue Tracker to record this information,

found in **Appendix F**. If you don't already know their Social Class, roll D100 to determine.

D100	SOCIAL CLASS
1 to 60	Lowborn
61 to 90	Burgher
91 to 100	Aristocrat

Once inside the tavern, Credence Redding discovers it plays host to salt-of-the-earth folk. The GM decides that most of the patrons are Lowborn. Since Credence is of the Burgher Social Class, it will create an impediment to his interactions.

DETERMINE DIFFICULTY RATING

Having determined both the Social Class of the NPC and whether they are Order or Chaos-Aligned, the combination of the two factors will determine the Difficulty Rating. Using the table below, you can figure out the final Difficulty Rating by comparing the number of Order and Chaos Ranks the Character currently has with number that the NPC has.

NPC IS ORDER-ALIGNED	SAME SOCIAL CLASS	DIFFERENT SOCIAL CLASS
PC's Order Ranks Higher	(Easy +20%)	(Routine +10%)
PC's Chaos Ranks Higher	(Standard +/-0%)	(Hard -20%)
PC's Ranks Are Equal	(Routine +10%)	(Standard +/-0%)

NPC IS CHAOS-ALIGNED	SAME SOCIAL CLASS	DIFFERENT SOCIAL CLASS
PC's Order Ranks Higher	(Standard +/-0%)	(Hard -20%)
PC's Chaos Ranks Higher	(Easy +20%)	(Routine +10%)
PC's Ranks Are Equal	(Routine +10%)	(Standard +/-0%)

In some cases, you may wish to ignore the above examples and rely on the Character's other deeds – for good or ill – that will affect their interactions. Belonging to the same guild, religion or even Ancestry may significantly improve the Difficulty Rating, or even hinder it. Use your best judgement in these cases, adjusting the Difficulty Ratings up or down as you wish. If in doubt, let the player take advantage of an Assist Die.

RESULTS OF A SIMPLE EXCHANGE: A successful Skill Test allows a Character to persuade or make the NPC concede to their argument. A Critically Succeeded Skill Test has the same result and may also earn them an additional benefit (such as secret information for use of Folklore or a better deal if haggling over items with Bargain). A failure results in no concession, while a Critically Failed Skill Test results in no concessions and utter embarrassment or shame as the Character suffers 2D10+2 mental Peril.

Charged with finding the Shadowbroker, Credence Redding scans the room. Knowing that the barkeep likely isn't to give up who the Shadowbroker is (for fear of reprisal), he decides to join in a card game where the coins are stacked high and the people playing it appear of a cut above the rest of the patrons.

Requiring nothing less than a 10 silver shilling (ss) buy-in, Credence lays down his coin... and then some. The GM asks Jeremy to make a (Standard +/-0%) Gamble Test, in which he's successful. At the point where Credence has won several hands of cards, he then inquires with the other card players where the Shadowbroker can be found.

The GM decides that Credence will need to make a successful Charm Test to get answers. Credence's fellow card players are Order-Aligned. He is of a different Social Class, but Credence's Order Ranks are higher than his Chaos Ranks. This makes it a (Standard +/-0%) Charm Test. Fortunately, Jeremy rolls a Critical Success! The GM decides that not only will the card players acquiesce in telling him who the Shadowbroker is, they make an introduction for him. After Credence gets what he wants, he alerts both Leopold Coventry and Danziger Eckhardt to join him for the introduction.

STEP III: DISCUSS OBJECTIVES

At this point, you've determined that a Complex Exchange is needed rather a Simple Exchange. Take a moment to ask players to step 'Out-of-Character' for a moment, to discuss three things that will affect a Complex Exchange:

WHO WILL PARTICIPATE?

The players must decide which Characters will participate in Social Intrigue. Some Characters may be better-suited to taking part, whereas others may have connections, beliefs or have committed deeds that will hinder rather than help the party in the Social Intrigue.

For purposes of a Complex Exchange, it is more important that more than one player to interact. In fact, the more players who participate in Social Intrigue, the better the chance they have of producing a desirable result, based on the results of their dice roll. Actively encourage all players around the game

table to participate in the Social Intrigue as it guarantees that their Characters will be present and involved. And, as stated before from **Chapter 1: Introduction**, you should explain to players that they don't have to be the 'best' role-players in order to participate in Social Intrigue. Both first person and third person role-playing are perfectly valid ways to engage in a tense session of Social Intrigue. Encourage everyone to participate, unless their Character simply isn't present during the exchange.

Credence Redding, Leopold Coventry and Danziger Eckhardt come to the private quarters of the Shadowbroker. Danziger seems ill-equipped to deal with these sorts of interactions and his player Matt defers to the others to lead the role-playing exchange. This leaves both Credence and Leopold to participate in the exchange.

Once the players have determined which Characters will be participating in the exchange, put a check mark beside their name on the Social Intrigue Tracker. You'll refer to this later during the exchange.

WHAT IS TO BE GAINED?

As before, all players – no matter whether their Characters intend to participate in Social Intrigue – will discuss the broad strokes of what their objectives are. Likely, there will be several agendas at play. One player may wish to ferret out secrets from the person their Characters are interacting with, whereas another may want to establish a firmer relationship or patronage.

These objectives do not have to necessarily be shared In-Character between the players, but everyone should be made aware of what their fellow players are after. Some players may wish to hide their Character's agenda from the others, but this should only be for role-playing purposes and because it fits their Character's personality rather than out of a desire to derail the game. If this happens, be certain to have that player explain why they are going a different route during this phase. However, a good gaming group will mostly be on the same page, and can use this opportunity to figure out just what they are attempting to achieve together. They may also choose a point man to lead the discussion, while the other Characters wait in the wings.

Once the players have agreed upon their objectives, it will give them a solid theme to adhere to during Social Intrigue. Write down these objectives, so you may refer to them later during the exchange.

The Shadowbroker offers the party the promise of information. They need to learn three key things during the Social Intrigue exchange: where they can find the secret entrance to the temple vault, what street gang the clerics have paid to guard it and how many strong the gang is. Given that Leopold Coventry has the Nemesis Drawback, his player Kent states that he fears his old-enemy 'The Bride' is among the gangsters. Although neither Credence Redding nor Danziger Eckhardt knows this In-Character, both Jeremy and Matt as players do. They mutually agree upon the objectives and Kent will be sure to have Leopold speak about The Bride without openly disclosing to his allies that The Bride is still after him.

WHAT IS AT STAKE?

Having discussed and agreed upon a number of objectives they wish to attain in Social Intrigue, the players also need to agree upon the possible consequences to their instigating and participating in the Social Intrigue. Asking for assistance from a notorious outlaw may put their own reputations on the line, while associating with rival nobles might paint them as untrustworthy at the king's court. When the Characters enter into a Social Intrigue, they always have something at stake, whether it be esteem, riches or even their lives.

Players should announce, and agree upon what will be at stake when entering Social Intrigue. Keep these things in mind while role-playing the NPC(s) that the Characters intend to interact with and use these as potential pressure points during negotiations.

Dealing with the Shadowbroker carries its own risk: by seeking out information from her, she may later sell information about them in turn. In addition, Leopold Coventry's old enemy may be with the gangers (but the Shadowbroker may choose not to disclose this information). Finally, there will definitely be some sort of exchange at some point between the party and the Shadowbroker for her services, either bankrupting them of all their coin or imposing a favor to be called upon at a later date.

STEP IV: SOCIAL TACTIC

Social Intrigue requires honeyed words, deals to be struck, pledges to be given, intrigues to be drawn out and sometimes the threat of violence to force NPCs to acquiesce to demands they'd not normally say yes to.

Before the role-playing portion of Social Intrigue plays out, you need to determine what the NPC's general mood or attitude will be, based on the demands the Characters intend to make. In order to determine these attitudes, otherwise called Temperaments, you will call upon each player participating to pick a tactic they feel will lend the most weight to the objective they wish to achieve. Temperaments develop a frame of mind that you'll refer to when you role-play the NPCs the Characters interact with.

PLAYERS PICK SOCIAL TACTIC

By selecting a specific Skill, called a Social Tactic, it gives a player a mechanic to rely upon as they role-play their Character during the Social Intrigue. In return, it gives you a set of keywords you can refer to set the tone of the NPC's response during Social Intrigue. Skills that come into play include the following:

- **Bargain** (Fellowship)
- **Charm** (Fellowship)
- **Guile** (Fellowship)
- **Interrogation** (Willpower)
- **Intimidate** (Brawn)
- **Leadership** (Fellowship)
- **Rumor** (Fellowship)

Once each player has selected their Social Tactic, write it down beside the Character's name on the Social Intrigue Tracker. You'll refer to this later during the exchange.

As only Credence Redding and Leopold Coventry chose to participate in the Social Intrigue event, they discuss what Skills may prove useful to get the information out of the Shadowbroker. Credence feels that an exchange of information may prove useful to elicit the information out of the Shadowbroker. He selects his Bargain Skill. Meanwhile, Leopold wants to lean on his expertise as a former jailer. Trained in the ways to extract information using psychological techniques, he chooses to use Interrogation.

FAVORABLE SKILLS: When engaging in Social Intrigue, there are some Skills which may have a more pronounced impact on the interaction. For example, trying to squeeze information out of a captured Orx by lying to them – using Guile to trick them – can be effective. However, using Interrogation would have a more definitive impact. During every Social Intrigue event, you should write down a single Skill that will have extremely favorable results.

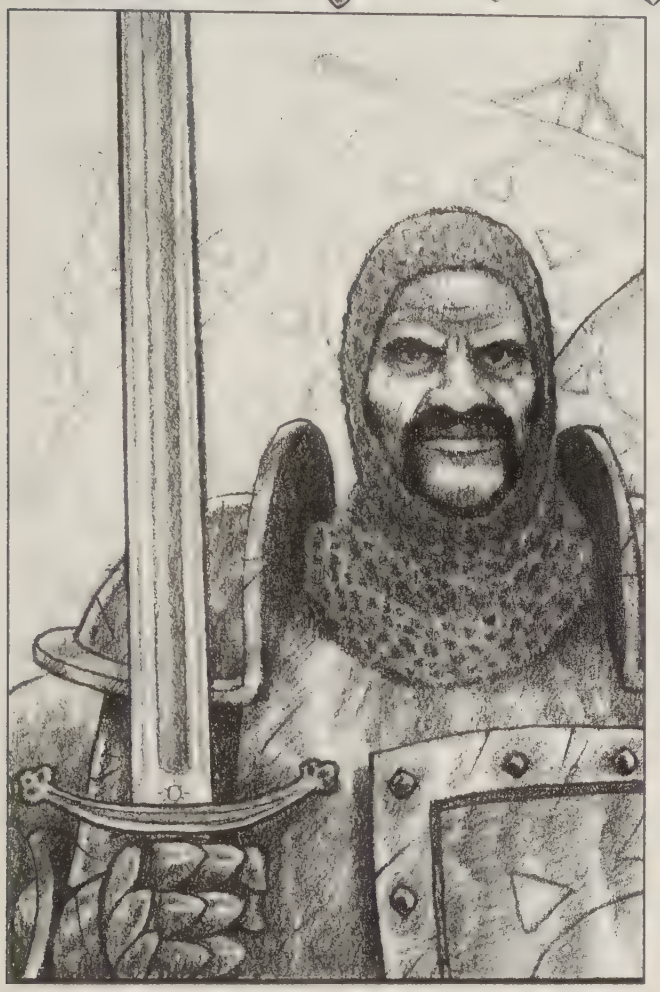
If a player chooses a favorable Skill and succeeds at their Social Tactics Check, you will treat it as a Critical Success when determining the NPC's Temperaments. Don't reveal to a player that they have chosen a favorable Skill until after they've made their Social Tactics Check.

The Shadowbroker is in the business of information exchange. The GM decides that Bargain is a Favored Skill. Fortunately, Leopold Coventry elected to use Bargain, so this will allow him to get the most favorable result once the Social Tactics check is resolved.

UNFAVORABLE SKILLS: There are some Skills that will not support the Characters in their efforts to persuade an NPC, but will actually hinder them in attaining their objectives. For example, threatening the same Orx's family, using Intimidate, would be nigh on useless. Why? Because this particular Orx has no family, but the Characters will have no idea of this whatsoever.

If a player chooses an unfavorable Skill and fails their Social Tactics Check, you will treat it as a Critical Failure when determining the NPC's Temperament. Don't reveal to a player that they have chosen an unfavorable Skill until after they've made their Social Tactics Check.

The Shadowbroker does not react well to being dragooned or subdued. The GM decides that Intimidate is an Unfavorable Skill. Fortunately, neither Credence Redding or Leopold Coventry elected to use this Skill.



STEP V: CHARACTER REPUTATION

Complex Exchanges may be influenced – unwittingly or not – by the reputations of the Characters. Depending upon their past actions in a campaign, the Characters may have earned the respect of counts and dukes while employed as mercenaries, earned the love of the smallfolk by driving off a ferocious monster or the appreciation of scholars by making a fantastic discovery. Conversely, the Characters' deeds may have earned them infamy, perhaps by being ousted from their position for petty embezzlement, leading soldiers during the sacking of a city or butchering a rival in a duel. These can hinder the Characters' efforts during a Social Intrigue.

BURNING REPUTATION POINTS: A Character can burn 1 Reputation Point to augment their efforts in the Social Exchange. As a result, they automatically Critically Succeed at their Social Tactics check.

Leopold Coventry is known to the Shadowbroker as an extremely valuable agent. He's done work for her in the past and has brought many bounties to the Shadowbroker's doorstep. The GM decides Leopold's fame will prove beneficial during the exchange.

STEP VI: SOCIAL CLASS & DISPOSITION

At this point, you'll understand how the NPC's Social Class affects the Difficulty Rating and refer to their Disposition to set additional guidelines.

NPC ORDER OR CHAOS-ALIGNED

As before in a Simple Exchange, roll D100 or simply flip a coin in cases where you'd rather let chance determine their Alignment.

D100	ALIGNMENT
1 to 50	Chaos
51 to 100	Order

NPC SOCIAL CLASS

As before in a Simple Exchange, mark down the Social Class of the NPC that the Characters are interacting with. If you don't already know their Social Class, roll D100 to determine what it is.

D100	SOCIAL CLASS
1 to 60	Lowborn
61 to 90	Burgher
91 to 100	Aristocrat

The Shadowbroker rubs elbows with both the elite and the middle class, but the nuances of her upbringing are hard to hide. She is of the Lowborn Social Class.

NPC DISPOSITION

Every NPC has a specific mentality; an outlook they default to, are known for by their friends and to be discovered by strangers. Unlike a Simple Exchange, the NPC's Disposition sets the tone for your own role-playing, as the Characters interact with them. It also influences how far they'd be willing to go when put to the test, at the end of the Social Intrigue. For instance, just because the Characters are asking for assistance from the local count and the count acquiesces, it is his Disposition that determines how far he is willing to bend or what the count is prepared to put at stake. Mark down the Disposition of the NPC the Characters are interacting with to refer to later in the process.

Unbeknownst to the party, they have previously meddled in the Shadowbroker's business interests. However, being a businesswoman, she's willing to give them some benefit of the doubt. Nevertheless, the GM decides the Shadowbroker is of an Unfriendly Disposition.

Each NPC maintains a specific Disposition, distinctly affecting the Temperaments that will be generated by each Character's Social Tactics Check. Providing you have spent time thinking about important NPCs, you likely already have a good idea as to what their general Disposition is. However, if you are making it up as you go or wish to rely more on fortune's wheel, refer to the table below, rolling D100 to determine results:

D100	DISPOSITION
1 to 10	Helpful
11 to 20	Friendly
21 to 30	Polite
40 to 70	Indifferent
71 to 80	Impolite
81 to 90	Unfriendly
91 to 100	Hostile

HELPFUL: NPCS who are Helpful will go out of their way to aid the Characters, either out of duty, notoriety or admiration. They share the same bond that a family would have with one another, willingly putting their fortunes at stake to ensure that the Characters come out on top. They'll overlook the Characters' personal flaws and would willingly lay down their own life (or put themselves directly into harm's way) for them.

FRIENDLY: Those who are Friendly share a bond of fealty or loyalty with the Characters, one that would be shared between those who have deep loyalties or ties to the party. Although they still need to be persuaded, it would not be uncommon for the NPC to do favors for their kinsmen. Betrayal is not even a word in their vocabulary.

POLITE: Those of this Disposition view the Characters favorably. While they would not go so far as to state that they're friends, acquaintanceship may guarantee some sort of benefit. They won't easily put themselves at risk, unless there is something to be gained from doing so. Favors do not come cheap, but they're willing to entertain them.

INDIFFERENT: Those who are Indifferent have no particular feelings towards the Characters, either for good or ill. They can be bargained with for assistance, but only if persuaded with favors or compensation. They will likely follow orders from Characters out of duty, but won't put themselves into harm's way without being well-compensated. This is the default Disposition that strangers have towards the Characters.

IMPOLITE: As the word suggests, this Disposition infers a general dislike towards the Characters. This mistrust may be in relation to the Characters' misdeeds or general outlook of the NPC they're interacting with. They certainly won't entertain any alliance and are difficult to convince otherwise. However, they won't outwardly challenge the Characters; instead, they would act dismissively towards them (of course they be persuaded otherwise with the right Skills).

UNFRIENDLY: Simply put: they do not like the Characters. Their reasoning is grounded in their own personal experience or misgivings or may be due to their own personal hang-ups. Unfriendly people can rarely be convinced to work in the Characters' favor and may entertain conspiracies to take them down. Unfriendly people won't attempt to hide their disgust for them, either. If pressed, they'd certainly and readily resort to fists and sword to attack them. They may concede to demands, but not without generous redress in return.

HOSTILE: This final Disposition is reserved for true enemies; foes who intend malicious harm to the Characters. They'd be more than willing to stage an assassination against the Characters, actively participating in efforts to bring them down using intrigue and violence. They are a true enemy and nigh impossible to persuade with honeyed words. It would take the movement of mountains or other impossibilities, for them to cede to the Characters' demands or requests.

STEP VII: SOCIAL TACTICS CHECK

Taking into consideration all steps as laid out above, you're ready to have the Characters make their Social Tactics Check. The results will generate a set of Temperaments for you to refer to during the final steps of the Social Intrigue.

DETERMINE DIFFICULTY RATING

Referring to whether the NPC is Order or Chaos-Aligned, when combined with their Social Class, it will determine the Difficulty Rating. Using the table below, you can figure out the final Difficulty Rating by comparing the number of Order and Chaos Ranks each Character currently has.

NPC IS ORDER-ALIGNED	SAME SOCIAL CLASS	DIFFERENT SOCIAL CLASS
PC's Order Ranks Higher	(Easy +20%)	(Routine +10%)
PC's Chaos Ranks Higher	(Standard +/-0%)	(Hard -20%)
PC's Ranks Are Equal	(Routine +10%)	(Standard +/-0%)

NPC IS CHAOS-ALIGNED	SAME SOCIAL CLASS	DIFFERENT SOCIAL CLASS
PC's Order Ranks Higher	(Standard +/-0%)	(Hard -20%)
PC's Chaos Ranks Higher	(Easy +20%)	(Routine +10%)
PC's Ranks Are Equal	(Routine +10%)	(Standard +/-0%)

RECORD NPC TEMPERAMENTS

As each result is determined, compare them to the Temperament table below and write them down on the Social Intrigue Tracker. You'll refer to these as you portray the NPC's voice and reactions. Temperaments have many different applications, but will primarily fuel how you role-play the NPC the Characters are interacting with. As described before, Temperaments are a person's nature, describing how they generally react. They are like personality traits, but are more changeable depending on how they're approached during Social Intrigue. These inherent qualities of mind will shape how you portray the NPC in the final steps of a Social Intrigue.

Record the results, despite whether they succeeded or failed at the Skill Test. If they generated a Critical Success, refer to the Temperament as if the NPC was Helpful and award the party with 1 bonus Fortune Point. However, if they generated a Critical Failure, refer to the Temperament as if the NPC was Hostile and the Character suffers 1 Corruption.

FAILED SOCIAL TACTICS CHECK

SKILL	HELPFUL	FRIENDLY	POLITE	INDIFFERENT	IMPOLITE	UNFRIENDLY	HOSTILE
Bargain	Dissatisfied	Dissatisfied	Disgruntled	Disgruntled	Disgruntled	Unhappy	Unhappy
Charm	Unwilling	Unwilling	Disdainful	Disdainful	Disdainful	Disgusted	Disgusted
Guile	Suspicious	Suspicious	Untrusting	Untrusting	Untrusting	Disbelieving	Disbelieving
Interrogation	Annoyed	Annoyed	Stoic	Stoic	Stoic	Resolute	Resolute
Intimidate	Frustrated	Frustrated	Vexed	Vexed	Vexed	Aggressive	Aggressive
Leadership	Uncooperative	Uncooperative	Defiant	Defiant	Defiant	Mutinous	Mutinous
Rumor	Cautious	Cautious	Mistrustful	Mistrustful	Mistrustful	Suspicious	Suspicious

SUCCESSFUL SOCIAL TACTICS CHECK

SKILL	HELPFUL	FRIENDLY	POLITE	INDIFFERENT	IMPOLITE	UNFRIENDLY	HOSTILE
Bargain	Generous	Generous	Civil	Civil	Civil	Considerate	Considerate
Charm	Affectionate	Affectionate	Favorable	Favorable	Favorable	Willing	Willing
Guile	Gullible	Gullible	Trusting	Trusting	Trusting	Hopeful	Hopeful
Interrogation	Subdued	Subdued	Broken	Broken	Broken	Demoralized	Demoralized
Intimidate	Terrified	Terrified	Frightened	Frightened	Frightened	Stressed	Stressed
Leadership	Fanatic	Fanatic	Loyal	Loyal	Loyal	Cooperative	Cooperative
Rumor	Gossipy	Gossipy	Familiar	Familiar	Familiar	Idle	Idle

Using our example from before, it is now time for players to roll their Characters' Social Tactics check. However, the GM must first consider the Shadowbroker's profile to help set the Difficulty Rating. The Shadowbroker is of a Lowborn Social Class and of an Unfriendly Disposition while being Order-Aligned.

Credence Redding is of the Burgher Social Class. He chose to use his Bargain Skill, which is a Favored Skill. The GM asks the player whether Credence's Order or Chaos Ranks are higher, and determines his Order Ranks are the higher of the two. Referring to the Difficulty Ratings above, the Bargain Test will be (Routine +10%). Rolling the dice, Credence succeeds! His successful Bargain Test normally determines a 'Considerate' Temperament for the GM to refer to when role-playing out the exchange. However, because Bargain is a Favored Skill, he instead gets the best result on the table, generating the Temperament of 'Generous'.

Leopold Coventry is an Aristocrat. He chose to use his Interrogation Skill. The GM asks the player whether Leopold's Order or Chaos Ranks are higher and determines his Chaos Ranks are the higher of the two. Referring to the Difficulty Ratings above, the Interrogation Test will be (Hard -20%). Leopold gained the benefit of an Assist Die above for having reputation with the Shadowbroker from prior dealings. Rolling the dice, Leopold fails and elects not to use a Fortune Point to re-roll. His failed Interrogation Test results in an 'Resolute Temperament.

STEP VIII: ROLE-PLAY EXCHANGE

Unlike a Simple Exchange, failure and success doesn't necessarily mean that the Characters are going to get what they want. Success certainly means that you should role-play the person they're interacting with more favorably, while failure should point you towards playing the NPC they interact with a shaky or suspect mentality.

Once you have written down the Temperaments, the role-playing portion of Social Intrigue can begin. The players will interact with the NPCs and when they drive toward their objectives, refer to the Temperaments you have written down to determine how you should react, acting as the person they're speaking with. Both you and the players will negotiate, debate and connive both for and against one another as the Characters and NPCs make their case and settle on options.

Obviously, there is no right or wrong way to role-play these reactions. However, try to be as impartial as possible, letting both the personality of the NPC they're interacting with, along with the Temperaments and any sort of prior relationship the party may have with them to influence how they respond (and how you role-play the NPC in turn). It may even be helpful to simply time the exchange using a watch or other time-telling device, breaking and fast-forwarding the role-played exchange at moments which makes sense. Players portraying their Character's personality during Social Intrigue using 'active' or 'descriptive' role-playing perspectives is perfectly acceptable. Active role-playing means a player declaring things as if they were their Character, such as when they narrate In-Character, "I demand you tell us what we need to know or else you'll live to regret that decision!". Descriptive role-playing means a player describes the actions their Character is engaging in, such as, "My Character demands the noble gives up what we want, using his force of personal strength". Both are appropriate ways to role-play in **ZWEIHÄNDER**.

CHANGING SOCIAL TACTICS

Social Tactics changes should be carefully paid attention to, both by you and players. If a player sharply changes their Social Tactic within the dialogue, indicate so and warn them about it. Don't tell them that they're role-playing the 'wrong way'; this is dangerous territory. Simply remind them of the Social Tactic they had initially chosen and ask them to adjust their dialogue to support the objectives previously laid out. Feel free to pause the exchange when necessary so players can think about what they want to say and how to frame it around the Skill they selected for their tactic.

If this pattern continues, shift the dynamics of the exchange, cross out the previous Temperament they generated and write down an additional Temperament as if they had failed their Social Tactic Check. If multiple players change mid-stream, stop the exchange and revisit the objectives (and Social Tactics) once again. Don't be afraid to backtrack or start Social Intrigue over at this step.

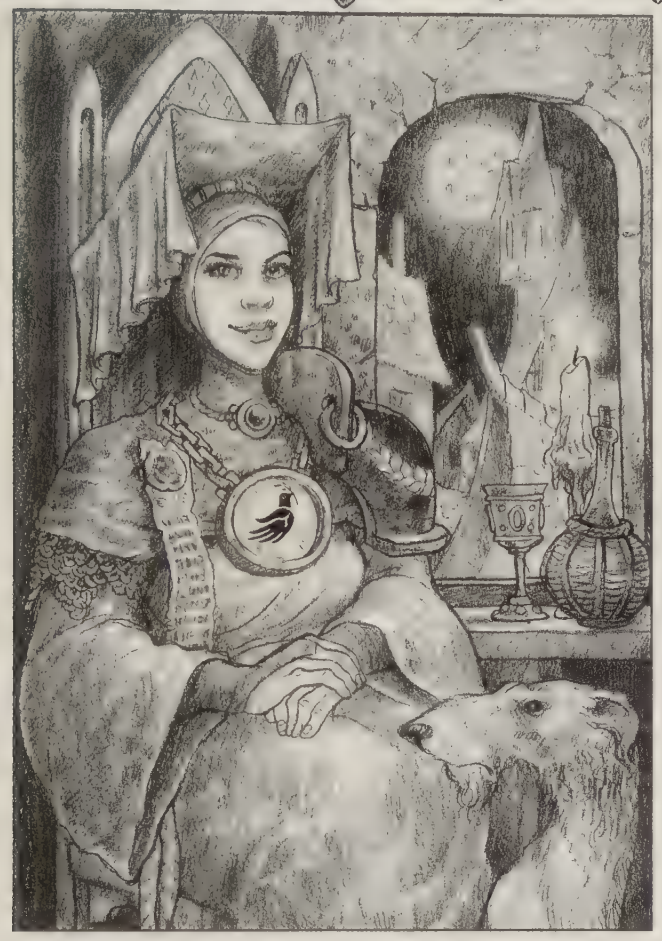
> Leopold Coventry was previously leaning on Interrogation during Social Intrigue. However, during the role-playing exchange, he leans more so towards a friendly and accepting manner, abandoning the hostile stance he had initially adopted. The GM carefully warns the player that he's veering away from his original intention. Leopold's player agrees and adjusts his dialogue during the exchange.

AWARENESS, EAVESDROP & SCRUTINIZE

There are times when players may become suspicious of the people their Characters are interacting with. Perhaps they smell deception, in that someone is masquerading as the count they were supposed to meet with. An Awareness Tests may describe that the military garb that the person wears is put on incorrectly or the medals are displayed in the wrong order. An Eavesdrop Test may give a notion of a conversation this same false count is having behind a whispered hand with a confidante. Similarly, a Scrutinize Test may help players understand that the demeanor of the imposter is nervous, betraying their ruse.

When players urge to understand these things, have them make these related Skill Tests (or any other Skill Test that may make sense) as a Secret Test, referring to the same Difficulty Rating chart you'd used for Social Tactics Check. As stated in **Chapter 2: How To Play**, don't reveal the Difficulty Rating, success or failure of a Secret Test, unless it is a Critical Success or Critical Failure. Let the player wonder whether the narrative you're giving is true or not. One of the many tools a GM can use is to obfuscate the truth through narration, leaving players to wonder whether what their Characters are experiencing and seeing are real or not.

> As the exchange continues, Credence Redding grows suspicious of the Shadowbroker's composure. Smelling potential deception, he asks the GM if the Shadowbroker is giving off any subtle tells that would give away whether she's being evasive or lying. The GM then asks his player Jeremy to make a Secret Test using Scrutinize, secretly referring to the same Difficulty Rating of (Easy +20%). Although Credence fails the Skill Test, the GM narrates that some cues seem to indicate that the Shadowbroker may not be telling the truth (despite that the GM already knows the Shadowbroker is being nothing but truthful).



STEP IX: RESOLUTION

As the exchange plays out, there will come a time where all objectives have been realized, risks have been addressed and points of negotiation come to an end. This is the point where you should wrap up the exchange and determine a resolution.

Ultimately, it's up to you to determine the outcome, based on the power of the arguments the players make and whether it fits the resolution you feel is best-suited for progression of the story. Even if they failed their Social Tactics checks, but role-played exceedingly well, reveal enough information to the players so they feel as if they accomplished a few of their goals. Don't let the dice dictate whether they 'win' a Social Intrigue or 'lose' it. Lean on your players to make the right choices – giving them just enough leeway to squirm at times when the interaction grows tense – and allow the role-playing between the players and the NPCs to guide Social Intrigue to its conclusion.

AWARDS

During the exchange, points that underscore the argument or exchanges that really highlight the importance and relevancy of the exchange should award Reward Points at the end of the game session. Make note of the players who made great points, driving them home with vim and vigor. As discussed in **Chapter I: Introduction**, there are many acceptable ways to role-play. While we do encourage you to help players who are not well-spoken figure out how to communicate their ideas In-Character, we discourage you from rewarding better spoken role-players in the group simply because they are more comfortable with role-playing. Focus on rewarding well-reasoned arguments, instead of handing over bonus awards to the strongest role-player in the group.

Feel free to give anywhere from 50 to 100 Reward Points to those who participated in a Social Intrigue. Rewarding these sort of behaviors helps underscore the importance of role-playing, as it is the backbone of Character development in **ZWEIHÄNDER**. In addition, players can be awarded alternative benefits, in the form of Reputation Points.

SOCIAL CLASS ALTERNATIVES: In your campaign world, Social Class may be meaningless. For instance, in the campaign seed Gangs of Kahabro, the adventures are focused on gang allegiance, so Social Class isn't nearly as important. In these cases, you can eliminate Social Class wholesale from the picture, instead introducing Factions at your discretion. For instance, instead of referring to whether a Character is of the Lowborn Social Class, you'd note that he belongs to the Southwall Janissaries. Following this, you can even begin to determine what gangs are friendly to the Characters' own, thus creating them as if they were of the same Social Class for purposes of interaction. Using the example above, the Southwall Janissaries may be on friendly terms with the Betrothed, but antagonistic towards the Bad Company. However, continue to keep Order Alignment or Chaos Alignment as a factor in determining Difficulty Rating.

Another example would be aristocratic rivalry. Among those born of blue blood, there exists a complicated web of politics. These often manifest themselves as political wars fueled by petty jealousies and waged with sharp words, strategic alliances, one-upmanship and trickery. While many of these rivalries between houses are somewhat benign, others have devolved into deadly feuds. Social Class can easily be supplanted with royal Houses. An example of this could be drawn from the fantasy world of George R.R. Martin's *A Song of Ice and Fire* series of novels, where the fate of the seven kingdoms is left in the hands of numerous squabbling Houses and their loyal (and sometimes flappable) servants.

Social Intrigue generally assumes that Characters are of the same Ancestry. As an alternative, you can choose to treat different Ancestries as if they are each of a different Social Class. This may play out as the classic 'Elves versus Dwarves' rivalry, where traditional Tolkienism assumes that age-old grudges have existed since the dawn age. It may also be illustrated differently, as in the world of Andrzej Sapkowski's *The Witcher*, Scoia'tael commando-guerrillas who arose from a society that deeply discriminates against demihumans.

MADNESS

From isolation, utter powerlessness, ambition denied, paranoid delusions, perversions of nature and nightmare-inducing terrors from beyond, chaos punctuates all but the mildest of adventures in **ZWEIHÄNDER**. There are countless horrors waiting to prey upon the adventurer intrepid and foolish enough to blunder into their midst. However, nothing is more insidious and treacherous than one's own mind. As the veil is pulled back upon reality, it reveals the smoldering remnants of something far more insidious than merely the dark secrets men hide within their hearts. Nightmares are real, dwelling at the threshold to our reality while seeking to consume or despoil those who wander too close to the wretched truth. Over time, these truths erode the mind of the unwitting. Tearing at the fabric of their reality, the slip towards madness races faster and faster until everything unravels. Corruption takes hold and order gives way to chaos.

What triggers madness may be cerebral at times (anticipation of something that may happen) and at others, more visceral (witnessing or committing heinous acts). Much of what it takes to experience horror relies on player's investment in their Characters. A lot of this relies on the unwritten contract of a role-playing game between the GM and players. Ideally, the players should feel attachment to their Characters, the world the Characters live within must feel real and must be presented within the reality of your campaign world.

IMMERSING PLAYERS: Whereas your players may be desensitized to violence from other forms of media, it is important to distinguish between what a player feels and what a Character experiences. Try to portray how the Character would personally feel, given the reality of the world they live in. Emphasize that the Character is (mostly) ignorant of the existence of zombies, vampires, the undead and the like. Characters have their own anxieties, whether they be of heights, deep waters, being left alone, of insects or even the alien horrors from beyond.

PCs should have little disregard towards these nightmares, believing full well that there is in fact something creeping out there in the dark or hiding beneath the bed to gobble them up. While you – as a person – may handle fictional horror in a very casual way, you must help the player acclimatize to the horrors in your campaign world and thus have them approach it from a very different aspect. With a bit of emotional investment into the situation, you'll help support a mood of dread.

Many people have written extensively on how to use madness mechanics in role-playing games. Tired tropes include skeletons, monsters, zombies and endless buckets of blood. They are the most common trappings of both movies and games, albeit inspiring aught more than a laugh or two. While this approach is fine at times, it doesn't truly reach into the guts of **ZWEIHÄNDER**'s narrative principles. True insanity lies not just within the unanswered, but also fearing to uncover what may happen next. Madness does not lay within the moment of a 'jump scare' used to inspire fear. Instead, it relies on the imagination run wild at what may be out there and revulsion at the improbable. Remember, when portraying the fantastical – particularly the horrific – use thin brush strokes to narrate horror. Carefully plan the moment, and let the player's collective imaginations run wild as to what may be lurking out there. But all the same, don't be afraid to punctuate these same moments with moments of intense, deliberate acts to personify for the players the scary world that their Characters live in.

Admittedly, it is difficult to promote some of these situations in a role-playing game, but we've devised guidelines to help shape your grim & perilous world of madness.

THREE BRANDS OF MADNESS

You will thrust Characters into many horrific situations which will test their mental resolve. These trials can have a very acute effect on their Character's psyche, gradually eroding their ability to reason while at the same time desensitizing them to these same horrors. Eventually, it can affect productive and rational thought, transforming into insanity.

From this, there are three distinct categories which play upon the madness that can quickly overcome the Characters. Following an examination of these categories are situations that may provoke the type of madness. They are by no means comprehensive, but serve as a means to spur your imagination:

STRESS

Stress is invoked by situations that cause unease or trepidation within the mind. Restlessness, anxiety caused by tedium while under a deadline and situations provoking impatience often cause Stress. Anticipation that something can go horribly awry is another common trigger for Stress. If Characters encounter a situation where they may be abandoned by friends, potentially lose hope in the face of danger or witness a heinous act of violence, it falls into the category of Stress:

- A Character's lantern winks out in the oppressive darkness of a lightless cavern.
- A Character stays up all night without a wink of sleep and begins to see 'tracers' from the corners of their eyes.
- A Character is forced to shoulder the burden of responsibility for something they don't inherently understand.

  A Character walks along a narrow cliff side, where falling could spell their doom.

  A Character investigates the grisly scene of a murder.

  A Character discovers that the trusted town doctor who just performed surgery on them while unconscious may have been a sorcerer, instead of a surgeon.
- A Character is called to witness the execution of someone – regardless of whether they are guilty or innocent.
- A Character is thrown into a situation where their phobias can be piqued.

  A Character breaks a promise or knowingly tells a lie to someone of prominence.
- A Character is robbed at knifepoint with no means to protect themselves.

  A Character is lost within a forest, unsure of which direction is the way out.
- A Character is arrested and shackled in the middle of the night for a crime they didn't commit.
- A Character's reputation is called into question in a public forum, facing humiliation or worse.

FEAR

Unlike Stress, the effects of Fear are felt more acutely. It is an emotion aroused by impending danger or pain, regardless of whether the threat is real or imagined. Revulsion against the unclean and disgust can also trigger Fear. If the Characters encounter a situation where they face mutilation, must combat a perversion of nature or otherwise step into a situation where monsters prevail and men dare not tread, it falls into the category of Fear:

- A Character is mutilated, brutalized sexually or tortured while helpless.
- A Character's close friend or other Character is tortured in front of their eyes.
- A Character is knowingly being stalked by someone else but unable to truly escape.
- A Character can hear the beating of a heart within the darkness of a hallway, without any way to discover where the sound actually originates.
- A Character is seduced by a woman with strange eyes, only to awaken the next day with deep claw marks on their back.

  A Character hears the unearthly chanting of the dead within a crypt.
- A Character knows that a council of aristocrats may have a hand in the disappearance of numerous innocent people.

  A Character stumbles across a bear protecting her cubs in the forest.

  A Character must hide beneath the rotting bodies of their peers to avoid notice by another army.
- A Character has a personal conversation with someone they know is dead.

  A Character discovers that they are the perpetrator in a string of killings, seemingly done while sleepwalking.
- A Character faces down a fearless predator or dangerous creature.
- A Character is the lone survivor of an onslaught that takes the lives of their comrades or other Characters.
- A Character discovers that a doppelganger of themselves is out there and attempting to take their life over.

  A Character is being hunted by a foul creature from which there is no certain escape.
- A Character must defend themselves against a supernatural horror from beyond the grave.

TERROR

By far the most intense of emotions, Terror is provoked after situations where grim realizations of the unnatural and unimaginable world come true. It is intense and harrowing, provoking the worst in some while shattering the minds of the weak-willed. It brings about feelings of prolonged danger; not easily shaken or broken. 'Things that should not be' encapsulate situations which promote Terror. Revulsion is the most common of emotions which are provoked in these sorts of situations. If Characters come to a point in the story where they discover that the reality they perceived is entirely wrong, must speak with an Abyssal presence face-to-face or kill someone they trust, it falls into the category of Terror:

A Character is forced to brutalize or torture a loved one or other Character while possessed or forcibly coerced.

A Character experiences endless nightmares from their youth, only to discover that it was real all along.

A Character gains the revelation that the death of a trusted friend or a loved one was their fault.

A Character awakens one day to find that the sun rises in the west and sets in the east.

A Character is prepared to be consumed in a grotesque buffet for those that have been tainted by dark powers.

A Character finds out that the world they live in is actually purgatory, where they're condemned to relive the same experiences over and over until they correct whatever they've done wrong.

A Character discovers that the god they worship is monstrous, an alien being from beyond the stars who speaks in a gibbering voice.

A Character initially discovers that they've been made victim to a terminal illness or face amputation.

A Character witnesses the emergence of a Lower or Higher Demon into the Material Realm without the protections of Magick.

A Character discovers they've committed an act of cannibalism or forced to commit an act of auto-cannibalism!

A Character witnesses a comrade or other Character transform into an unnatural creature.

A Character witnesses a true miracle; perhaps a demonic force presents itself through a living avatar.

A Character sees something so inexplicable, but others bear witness to it at the same time. This could be something as terrifying as a dragon rising from a volcano or a strange ship falling from the sky.

A Character walks through a scintillating portal to the Abyss, Æthereal Veil or the Well of Souls: dimensions where the laws of reality do not prevail.

WITHSTANDING MADNESS

You must make an initial judgement call to determine whether a situation would potentially provoke Stress, Fear or Terror upon a Character. Each of these categories inflicts different penalties, but the guidelines above should help guide you towards the right choice. Some Traits belonging to creatures in **Chapter 12: Bestiary** may provoke Stress, Fear or Terror.

When a Character first stumbles into a situation which can provoke Stress, Fear or Terror, you'll call upon them to make a Resolve Test. However, other exacerbating circumstances may lead you towards having a Character make additional Tests. For instance, walking in and out of the vicinity of a crime scene may not necessitate a Character having to make multiple Resolve Tests. However, revisiting the same scene of the crime a second time when the victim stands upright from the dead and walked away may well necessitate another Resolve Test!

If the Character doesn't perceive an active threat, they shouldn't make a Resolve Test. By the same token, perceived threats, whether real or not, should require one. For instance, even though an armed brigand may not truly be a threat seen through the lens of game mechanics when compared to the Character's strengths, a specific brigand's infamy in the campaign world may lend credibility to the illusion of threatening menace and danger they face in encountering him. As a result, they should make a Resolve Test.

As a rule, the Difficulty Rating varies depending upon whether or not it is a situation which provokes Stress, Fear or Terror. External factors may also ease or raise the difficulty of the Resolve Test:

Stress: (Easy +20%) Resolve Test

Fear: (Standard +/-0%) Resolve Test

Terror: (Hard -20%) Resolve Test

If a Character succeeds at their Resolve Test, they remain unaffected. A Critical Success indicates that they also add a Fortune Point to the Fortune Pool. However, if they fail, they suffer 1D10+1 mental Peril from Stress, 2D10+2 mental Peril from Fear or 3D10+3 mental Peril from Terror. In addition, they also gain Corruption: if by Stress, they gain 3 Corruption; if by Fear, they gain 6 Corruption; and if by Terror, they gain 9 Corruption. However, upon a Critical Failure, they are instead Incapacitated! and suffer the aforementioned Corruption.

BROKEN HEART SYNDROME

Characters can literally be 'scared' to death when failing to withstand Madness, but only while Incapacitated!. If a Character suffers from Stress, Fear or Terror while already Incapacitated!, the Character remains Incapacitated! until they undergo successful psychosurgery. Once they have undergone a failed psychosurgery, the Character gains either the Bad Ticker or Lily-livered Drawback. If they already have both of these Drawbacks, the Character permanently loses 9% Brawn.

CORRUPTION

Corruption is a core mechanic of **ZWEIHÄNDER**. Player Characters accumulate Corruption in many different ways. Normally, they are accumulated during critical, narrative moments where Characters give into negative emotions, selfishness or moments of personal weakness in perilous situations. In many ways, it is a method you can use to slowly 'seduce' Characters towards chaos. In a grim & perilous world, it represents the advance of dark, chaotic powers, ever-watchful for new servants. When someone commits a deed which is considered to be chaotic, selfish or unethical, the gaze of these Abyssal Princes turns towards victims. Criminal activity, acts of violence, unholy rituals and the like constitute situations where Corruption may be bestowed upon a player Character. NPCs never gain Corruption for any reason, as it is a unique mechanic reserved for Characters. They may have Disorders, however.

Player moral choices are paramount to running a grim & perilous campaign world. These choices should be apparent to the players. Every game session should include at least one situation where the Characters' goals can be achieved with less than honorable or less than orderly actions. In other words, always offer plenty of options to the players that reduces risk and effort, but as a consequence, at the cost of harming another monetarily, mentally, physically or socially.

It is a good idea to forewarn players before they take actions which may have dire psychological outcomes for their Character. While it is a handy mechanic to reflect the grim & perilous world they live in, you must also be judicious with how often and to who Corruption points are dispensed. Use them too often or punitively, and you'll stymie good role-playing. When used sparingly – and only at crucial moments when Order or Chaos Alignment is at play – it can underscore an important moment during a game session. A player will feel as if their Character deserved them and this will make them think twice before engaging in a similar act in the future (or perhaps lure them down a darker path). Always explain why a Character has gained the Corruption – not as a measure to reel in bad behavior, but as a way to help Characters plumb the depths of their Chaos Alignment, and how actions have consequences within a grim & perilous world.

CORRUPTIVE OFFENSES

In some cases, you may assign Corruption to specific Characters, but not to others. Morality, the themes behind your campaign world and other mitigating factors should come into play when considering Corruption as a mechanic. In some cases, you may assign Corruption to specific Characters, but not to others. A Character's Alignment, general psyche and backstory may influence whether these offenses are relevant to the situation. It is up to you to determine when to assign Corruption to a Character.

The following is a list of suggested offenses, with each describing acts the Characters may make or narrative situations where they can gain Corruption. Each offense is followed by a value in brackets, which you can use as a guideline for the amount of Corruption to assign.

MINOR OFFENSES (1-3 CORRUPTION)

The smallest offenses and bad deeds should earn Corruption for inflicting them upon the innocent, loved ones or those who are helpless. Suggested examples include the following:

- Bigotry or intolerance of another Ancestry
- Bullying the innocent
- Defacing a tomb
- Gas-lighting a friend or loved one
- Grave robbery
- Petty thievery of the poor or underprivileged
- Read a heretical or profane grimoire
- Suffer a Moderate Injury
- Threaten violence upon an innocent
- Use psychological torture

MIDDLING OFFENSES (4-6 CORRUPTION)

Middling offenses would be considered crimes against others, suffering serious harm upon oneself or violation of sacred tenets. Suggested examples include the following:

- Assaulting the innocent
- Becoming Incapacitated! on the Peril Condition Track
- Implicating another for your crimes
- Openly mocking the gods
- Murdering another for a crime of passion
- Political assassination
- Suffer a Serious Injury
- Treachery of your closest friends and loved ones
- Use physical torture
- Violation of your god's strictures if you practice Divine Magick

MAJOR OFFENSES (7-9 CORRUPTION)

Major offenses or acts of trespass are generally soul-corrupting, bordering on heresy and should be rare. Suggested examples include the following:

- Binding an Abyssal servant to your service, such as an imp
- Committing a sex crime
- Creation of a powerful, unholy Artifact or Relic
- Desecration of a holy place
- Perform a ritual which requires a blood sacrifice of an innocent
- Premeditated murder
- Sadistic torture
- Strike a bargain with an Abyssal Prince or other chaotic entity
- Suffer a Grievous Injury
- Using a cursed Artifact or Relic to alter reality

CORRUPTION INTO ORDER & CHAOS: When a Character gains Corruption, the player will keep a tally of it until the end of the game session. When the session comes to a close, you will roll a 1D10 Corruption Die and have each of the Characters compare the result with their current number of Corruption points. If the roll result is equal to or less than the number of Corruption gained, they increase their Chaos Rank by one step. This means that they gave into their darker self and have begun to slip towards Disorder. If the result rolled is more than the number of Corruption gained, they increase their Order Rank by one step. This means that they were able to reconcile their deeds and learn from their mistakes as they move forwards earning their next Fate Point. It doesn't necessarily justify their actions, nor does it mean they were acting in a manner considered 'good'. Instead, their favor grows with the unknown powers who know that these emissaries must thrust themselves into difficult situations and make tough choices.

Be judicious and careful when you assign Corruption. Feel free to warn the player after they announce an act that could lead to their Character's downfall. Let them know how many points of Corruption they'll earn for heinous acts before bestowing them. Intent is key; some actions may very well be justified, following the universal order whereas others may be construed as being wholly chaotic. Ultimately, if the act is selfish in any fashion, likely the Character should be given Corruption.

RESETTING RANKS

When a Character gains 10 Order Ranks, they gain a Fate Point and reset both their Order and Chaos Ranks to 0. The same goes for Chaos Ranks. Once accumulating 10 Chaos Ranks, they also gain a Disorder and reset both their Order and Chaos Ranks to 0.

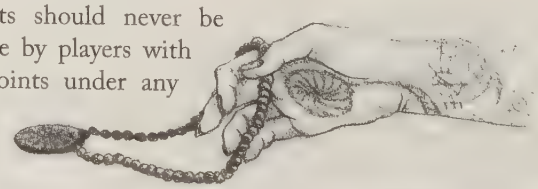
PERMANENT RANKS: Some Special Traits and Rituals may cause a Character to permanently mark a Rank in Order or Chaos. While these situations are decidedly rare, in these situations, the Ranks can never be erased from the Character sheet, even after reaching 10 Order or Chaos Ranks. For instance, if a Character reached 10 Chaos Ranks (but had 2 permanent Chaos Ranks), they'd gain their normal Disorder, but would still keep the 2 Chaos Ranks.

FATE POINTS

As Characters gradually accumulate Order Ranks, Fate Points can be gained as a result. They are the best reward a player can earn for their Character in **ZWEIHÄNDER**, awarded after passing through the jaws of hell and back.

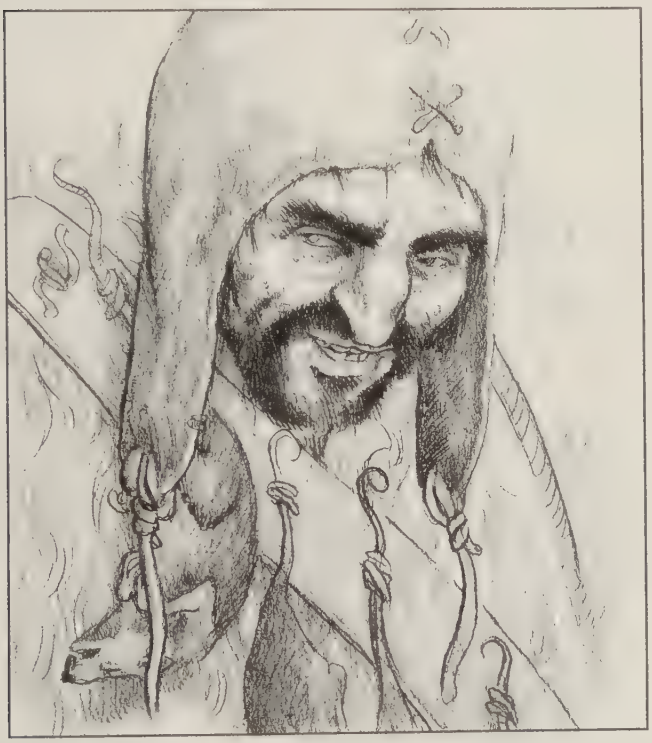
Naturally, you may feel inclined to allow the Order and Chaos Rank system to be the best path to adjudicate when Fate Points are given out. Doubtless, they are the most valuable commodity in the game next to Reward Points. However, some GMs may feel it appropriate to give out additional Fate Points when a major story arc comes to a close. Give them out sparingly in these cases, as they essentially equate to an 'extra life' and never award more than one point at once to any one Character. Only award them for unique occasions, and never for selfish, violent self-aggrandizing actions.

Fate Points should never be purchasable by players with Reward Points under any



circumstance. Only Characters have Fate Points, too. If you are particularly concerned with having a villain escape, craft the narrative to allow them to do so within the rules you've laid out. Let Fate Points be the unique advantage that the Characters possess over NPCs.

FATE POINT SACRIFICE: When a player sacrifices a Fate Point, consider what occurs next. Do they continue fighting onwards? Perhaps they instead fall unconscious for an hour? Maybe they are instead captured by the enemy? It's important to not only know that Fate Points allows a Character to escape Injury or certain death, but what happens for the sake of the story afterwards. Consider the situation that the Characters are in and narrate an appropriate outcome.



DISORDER

As Characters gradually accumulate Corruption and ultimately convert them into Chaos Ranks, Disorders erupt as a result. Some may simply and passively allow a Disorder to overcome them. The Disorder may result in obsessions or nervous ticks, as their mind is consumed with crippling phobias. In others, it may result in inurement, as empathy diminishes for those around them. They begin to distance themselves from the world, growing more and more numb. Those in a grim & perilous world do not look kindly upon the afflicted. Branded, condemned or outlawed, those with crippling Disorders are generally forced out of civil society. If not for the peer pressure, the fear of being mistaken as a madman or product of uncleanly origins is enough to set people on edge.

A minority of people in the world believe that all Disorders are demonic in nature, touched by otherworldly hosts and induced to play cruel tricks upon the people around them. The more vocal believe that the afflicted are 'skin guests', possessed by Abyssal fiends and must be put down. The minority are correct – Disorders in a grim & perilous world are in fact a way for chaos to subjugate and enslave mankind; they often manifest as a change in personality and source of unusual strength.

GAINING DISORDERS

It is up to you as a GM to select an appropriate Disorder for Characters once they reach 10 Chaos Ranks. First, consider what event caused them to gain their tenth Chaos Rank. This may have been caused by a series of unfortunate Critical Failures in a row during a game session. It may have been a frightening event, a crisis, a change in their beliefs or paradox change which caused the Character to gain enough to push them over the precipice. Depending on the situation, you can select a Disorder that fits the Character best, with consideration to the ongoing story and their background:

- The carriage that a Character and a trusted comrade are aboard is assaulted. It rolls off a cliff, crashing into a ravine, smashing the horses and supplies. Fortunately, the Character lived, but the driver did not. They both end up stuck in a deep hole in the earth, the Character having suffered a crippling Injury, unable to walk and forced to Recuperate in the wilderness, alone and scared. What was going through their mind at that moment?
- What if the Character was left with nothing to eat, as their dead friend lies nearby? Although they may have enjoyed being a vegetarian before – if only because they could not afford meat – desperate times call for desperate measures. Without a way to get up to forage, they use their knife to pick flesh from the corpse to gain sustenance. Perhaps a Mutation such as The Hunger would be fitting?
- Maybe a pious Character had been through a series of traumatic events; tortured endlessly, mentally scarred and physically mutilated? Perhaps they now secretly channel their own anger by picking the wings off butterflies, may be the first to set to the slaughter of animals for a meal or demonstrate a particularly grisly predilection towards violence? The Insanity Dark Passenger works well given the example above.
- What if the Character was a degenerate fop who spent their fortune on wine, whores and fast carriages? It's possible that they drown their sorrows to drive away grim thoughts of the damage they've done unto others. Perhaps it is their fault that the carriage went over the cliff – they were driving under the influence of alcohol. In this case, the Addiction Bound to the Bottle would be very fitting, given the situation.

Ideally, you should let the narrative define what Disorder fits best. Taking into consideration the Character 's past – prior to adventuring – is also an excellent way to find the right Disorder. But be careful; a Disorder invariably changes some of a Character's core moral principles, playing off their Chaos Alignment. This can be potentially devastating to a campaign, so be certain that the Disorder you give not only fits the story, but meets the ideas that a player has about their Character. At its heart, it can be a wonderful role-playing tool if used right.

Note that you can freely assign these same Disorders to NPCs at your discretion, without consideration of total Corruption. This may further flesh out deeper and more interesting personalities in the campaign world for players to interact with.

ROLE-PLAYING DISORDERS: When giving a Character a Disorder, do it at the end of the current game session. Pull the Character's player aside, describe what has happened, what they have gained and give them some pointers on how to role-play it. This can be done with everyone sat round the table, but some GMs may even want to keep it a secret, just between them and the player.

Disorders 'flare' up at moments of weakness – during an afflicted Character's failed Resolve Test, a Critically Failed Skill Test or at other moments you feel relevant to the story at hand. However, from a role-playing perspective, it is important to direct the narrative to the Character suffering from the Disorder in a way that visibly distorts the world around them. Essentially, you will paint a very different portrait of the world around their Character, speaking to the player what they believe to be true versus what the other Characters see. While these need not devolve directly into hallucinations, the narrative should conform to their deranged point of view.

> Leopold Coventry suffers from an Addiction called 'Bound To the Bottle'. After a particularly grueling trip across a storm-wracked plain, he and his companion come to a rough roadside inn and seeking shelter, settle inside. Being penny-poor as they may be, his companions opt not to drink, instead settling for a warm soup. However, Leopold's addiction to rotgut immediately kicks in. You decide to ask the Character to make a Resolve Test, so that his Disorder doesn't force him to grab a bottle ...by any means necessary.

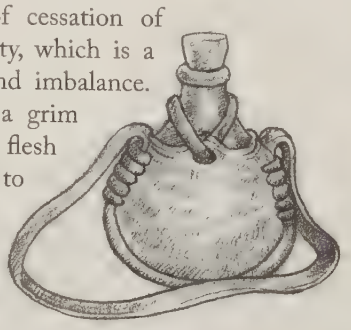
You should also consider the Disorders of NPCs and how they react to player decisions. While you shape the narrative, the players and their Characters will affect its outcome by interacting within it.

> Piper 'The Bride' Hardt, a local bounty hunter, sees a party of travelers walk into the room. She overhears the proprietor mention Leopold's name and Leopold's infamy tells the Bride that he's dangerous. Knowing that there's a ransom on his head, it could be a moment for her to seize a handsome sack of gold. However, Leopold is surrounded by other companions, who are similarly armed. Under normal circumstances, the Bride would ignore such danger. However, the GM also knows that her Dark Passenger may take the wheel, temporarily leaving her in the passenger seat. You decide to make a Secret Test with Resolve for 'The Bride' in order to see if she resists her urge to stalk and kill Leopold.

As you can see in the two examples above, they promote situations where you may call upon the Characters to resist their own temptations or potentially put a dangerous foe before them which may trigger a Disorder's effects. These sort of narrative cues are important, as they constitute what makes for good role-play with players around the game table. Ideally, you want the narration to drive the players' decisions. It is important to not railroad players by stripping away agency over their own Characters. However, don't be afraid to use over-the-top situations to trigger their Disorder. Not all players catch onto subtly-laid hooks you introduce. Be forward and open with the player to help them shape their Character's deranged narrative.

'CURING' DISORDERS: A Character can undergo the risky prospect of psychosurgery to have a Disorder removed or ignore it temporarily with a dose of Quicksilver. Otherwise, you may want to create interesting scenarios where a Disorder could be lifted by alternative means. For instance, slaying the Vampiric Templar who afflicted a player with Sanguine Thrall may lift the curse. Another example would be to confine an addict with Bound to the Bottle to an asylum or hospice for several months. A final example could be that they undergo a gruesome experiment to remove the thumbs of someone afflicted with Pyromania (so that they cannot use a fire striker).

There are three different categories of Disorder, with many different types listed under each. First, there is Addiction; a relatively self-explanatory Disorder. It indicates an irrational yearning for some form of cessation of strain. The second is Insanity, which is a result of mental disorder and imbalance. Finally, there is Mutation, a grim transmogrification of the flesh and psyche, which is difficult to hide but rears its ugly head at inopportune moments.



ADDICTIONS

The idea that Addiction exists as a medical condition as anyone would perceive it in the real world is not a concept of a grim & perilous world. While some may speak of temperance, their voices are often drowned out in the revelry and racket of those who imbibe. Despite the ramblings of priests who condemn the use of the 'demon drink', drunkenness is a pastime for many; it is a way to drown out the rigors of life or sorrows of the past. In the case of drugs, even less is understood. Given the public nature of drug use, it is no wonder that Addiction runs deep with the downtrodden. And where there is a vacuum of knowledge and science, Addiction takes hold.

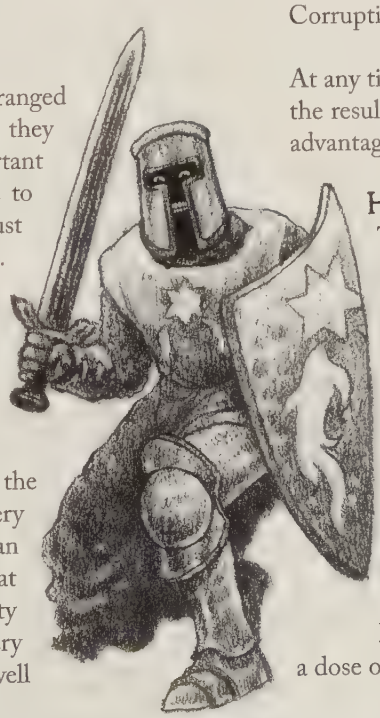
BOUND TO THE BOTTLE

To some, alcoholism is a disease. It can be treated with medicinal remedies and kinship with others in remission. But for you, it is madness itself. It is not that you're immediately brought to the bottle every morning to function, so much as you drink to make the visions and voices in your head go away. What these visions are is up to you and what you have experienced; likely, a haunted memory of some terrible atrocity you've committed or were borne witness to. Perhaps the booze helps cloud the incessant buzzing of a hundred fold voices from the darkest corners of your mind. Either way, not a good place to be.

Effect: When an opportunity presents itself to drink, those afflicted with this Disorder must drink until they become Intoxicated or Incapacitated! (whichever comes first). While Intoxicated, they may increase Damage Threshold to +6 instead of the normal +3. Each time they take advantage of this benefit, they gain 3 Corruption.

DERANGED HERO

When the afflicted becomes a Deranged Hero, they (mistakenly) believe that they are the world's single most important hero. Driven by an insatiable desire to help and save others, they will thrust themselves into the jaws of hell. However, this particular Disorder is always accompanied by some delirious, raving belief that they alone possess a singular power that can save others; perhaps falsely so. This power may be something along the lines of believing they can abolish the world's currency by swallowing every gold coin they are able to earn for an honest day's labor. It could mean that they believe that the way to end poverty for the misfortunate is to toss every coin they possess or thieve into a well and wish it so. It may even mean that they could cure disease with godly power by skinning children and wearing their tiny hands around their neck as a 'gateway' to divine might. Either way, these ideas from a Deranged Hero are always grandiose, inexplicable, dangerous and utterly devoid of truth.



Effect: When an opportunity presents itself to become 'a hero', those afflicted with this Disorder must play their part to fulfil vainglorious desires or else suffer 6 Corruption.

At any time, a Deranged Hero can add a +20 Base Chance to any Combat-based Skill Test. Each time they take advantage of this benefit, they gain 3 Corruption.

GAMBLER'S LAMENT

Life presents a series of vexing choices, ones which generally lead to internal suffering. Fortune's chosen victims self-medicate against the horrors the world presents by gambling. But these are not your standard, run-of-the-mill gamblers. No, these misfortunate souls are thralls to lady fortune, unable to ever sate their vice, ever-compulsive in their activities. To those afflicted, only the rush of gambling can help them temporarily ignore the immense grief they've suffered and suffering they've caused. They are always debt-ridden, often to the point where they cannot be trusted by friends or associates. For when their coffers have run dry, they may turn to lying, cheating and stealing from others to back their ventures. Ever on the run from collectors, they find kinship in the worst of society, which only continues to feed a vicious cycle of fast rewards and quick losses.

Effect: When an opportunity presents itself to gamble, those afflicted with this Disorder must gamble until they have played at least three games of chance or else suffer 6 Corruption.

At any time, those afflicted with Gambler's Lament may flip the results to succeed at Gamble Tests. Each time they take advantage of this benefit, they gain 3 Corruption.

HOPHEAD

Through spirit journeys fueled by experimentation with Deliriants, they've allowed you to discover other worlds beyond ours. You see where the Æthereal Veil and the Material Realm collides into beautiful, rainbow-like patterns of light. You feel a 'oneness' with everything, and can read the auras of others around you. You've spoken with not the gods, but THE god and she has revealed the truths of the world to you. Dark truths. Brutal truths. Sanguine truths! In order to see them fully-realized, everyone must helter-skelter run red; **red with blood.** But the colors, man… so trippy.

Effect: When an opportunity presents itself to take a dose of a Deliriant, those afflicted with this Disorder must

take at least one dose or else suffer 1 Corruption. When a Character takes a dose, they may triple the effects of the Deliriant they imbibe. Each time they take advantage of this benefit, they gain 3 Corruption.

MANA JUNKIE

Magick is not something you merely practice, it's something to be continuously developed. Through both success and failure, magicians have learned to hone and reshape the wild Ætheric winds to do their bidding. However, you have grown to become possessed by the idea that breaking the rules is absolutely necessary to understand the secrets of the world beyond. At every opportunity, you are strongly compelled to widen the breach between the Material Realm and the Æthereal Veil by Channeling Power. In the case of Divine Magick, only by calling to other gods and Daemons will secrets of immeasurable power be revealed to you. Only through this sublime and chaotic act can you truly become the master of Magick. And in time, you will show everyone else just what you're capable of… even if it means unraveling reality around you.

Effect: While at Ignore 2 or 3 Skill Ranks on the Peril Condition Track, those afflicted with this Disorder must Channel Power with each Magick spell they cast by at least one step.

At any time, a Mana Junkie may flip the results to succeed at Incantation Tests. Each time they take advantage of this benefit, they gain 6 Corruption.

STICKY FINGERS

In a grim & perilous world, one is hard-pressed to feel anything but contempt and disregard for life. Rarely does a happy moment present itself or confirm that it's worth living. Leaving a black, empty hole in one's soul, it can only be filled by something – things which do not belong to them. After all, what does a man have to lose if he already has nothing?

Those possessed with this particular Addiction attempt to pinch, steal and swipe anything not bolted to the ground. Whether what they nick is valuable or not, it's not the express worth of what they steal – it's the act itself. Bringing a temporary sense of joy, the rush of potentially getting caught drives the would-be robber to attempt to steal even larger objects. A crowning moment for one possessed by Sticky Fingers would be to get caught, but manage an escape afterwards by the skin of their teeth.

Effect: When an opportunity presents itself to steal, they must steal at least three items or else suffer 6 Corruption.

At any time, those afflicted with Sticky Fingers may flip the results to succeed at Skulduggery Tests. Each time they take advantage of this benefit, they gain 3 Corruption.

INSANITIES

The mind can only take so much punishment before it completely erodes. Traumatic ordeals lead to a different state of mind. The insane are looked at very differently in a grim & perilous world. Some are treated with kid gloves, providing the Insanity doesn't manifest in making the afflicted harm others. Everyone knows a village idiot; perhaps a child-like adult or an old codger who's been 'touched' or a lowly vagrant who begs for coin outside the parish with feathers glued to his head. The stark-raving mad are sometimes driven away by the local populace, whereas those who are insane in other ways are tracked down, hunted and burned at the stake for their transgressions. Insanity is largely the purview of the church and priests often condemn the insane as being possessed. They may see death as a mercy in their eyes.

CLAWING OBSESSION

Corruption can cause people to break easily, faltering at the edge of damnation and sanity where a simple push could plunge them down for all eternity. Some are convinced they are just inches from crossing this threshold, and the only way they can prevent themselves from crossing this threshold is by cementing themselves in this reality. What this amounts to is a type of self imposed ritual: an obsession of an action or idea that is the only thread of sanity they have left. This manifests in a variety of ways. Some must recite the names of the villages surrounding their home city over a period of an hour before they go to sleep at night, others may douse themselves daily in fetid garlic water and spin around, while others may have to constantly count items they handle at least 666 times. Whether these are actual rituals passed down through rumor and hearsay or just coping mechanisms depends, but they are almost always hindering, annoying and bothersome. The afflicted knows what they are doing is insane, and perhaps even painful, but in their mind it is the only thing that is keeping them from crumbling away to nothing.

Effect: While at Ignore 2 or 3 Skill Ranks on the Peril Condition Track, those afflicted with this Disorder automatically fail all Awareness and Resolve Tests.

At any time, those afflicted with Clawing Obsession may re-roll Skill Tests twice when using Fortune Points. Each time they take advantage of this benefit, they gain 3 Corruption.

DARK PASSENGER

Faced with the brutal truths of the world, your wounded mind has given sanctuary to a voice that is not your own. Called the Dark Passenger, this 'other self' seeks to possess you, urging you towards heinous, murderous acts. At times, you are able to ignore its demands, retaining control. At your weakest moments, the Dark Passenger becomes the driver, using your body as its vehicle for destruction.

Some who are possessed by the Dark Passenger may attempt to control these urges by abiding by a code of twisted ethics. This code may help you control its wrath with self-imposed limits as to when you kill, how you kill and who you kill. Regrettably, the code continues to lead you down the path to true insanity, as you remain possessed by unmitigated rage. The Dark Passenger will have you, both body and soul – eventually.

Effect: While at Seriously or Grievously Wounded on the Damage Condition Track, those afflicted with this Disorder must flip the results to fail all Fellowship-based Skill Tests.

At any time, those afflicted with Dark Passenger may add an additional 1D6 Fury Die to melee and ranged weapon Damage. Each time they take advantage of this benefit, they gain 3 Corruption.

DREADFUL PHOBIA

In a grim & perilous world, there are a multitude of horrors waiting at the periphery. From beasts born of the Abyss, to the corruptive ways of Orx and secretive political death cults, these threats loom both small in the darkness and large in the light. Though adventurers grow to be more resilient to the influence of these evils over time, in their quiet moments, these stressors transform into dread in otherwise innocuous situations. Fear of the supernatural rising from their grave may transform into fear of dirt, spiders or cobwebs. Fear of chaotic Magicks may turn into extreme discomfort while around practitioners of medicine (seen as sorcerous in some people's eyes). Months of slaying mewling herds of Mutants may lead to fear of being around normal children crying. Even more innocuous of objects – sharp knives, being alone in a crowd, fear of drowning or far, *far* worse can emerge as fears from an adventurer's turmoil. Either way, there is always one key object that someone with this Disorder is afraid of and avoidance of it is paramount to maintain their sanity.

Effect: When facing the object or situation they dread, those afflicted with this Disorder cannot add Skill Ranks to their Tests. When faced with their phobia, they may double their Movement rate. Each time they take advantage of this benefit, they gain 3 Corruption.

PROPHECY OF DOOM

Corruption seethes within the hearts of men. Promises of power and lucre drive folk towards dark, opportunistic methods. As the corrupted manipulate the innocent, their souls twist and bend in ways not meant for mankind to do. This abandonment of faith has driven the world towards the brink, one which it may never return from. The gods have abandoned us and we have nothing to show for it but our own hedonistic ways and the weight of our sins against the world and the people within it. As for those who attempt to fight against the dying of the light, attempting to restore order from chaos? They are fighting for nothing, as everybody dies alone in the end. The world is coming to an end and there's nothing anybody can do about it but pray to the gods for mercy to return to us. Repent and seek redemption, for the Abyss will swallow the world!

Effect: While at Ignore 2 or 3 Skill Ranks on the Peril Condition Track, those afflicted with this Disorder cannot add their [WB] to Peril Threshold.

At any time, a Prophet of Doom may flip the results to succeed at Intimidate Tests. Each time they take advantage of this benefit, they gain 3 Corruption.

PYROMANIA

Driven to the point where life means nothing but pain and darkness, a tiny spark of light brings sublime joy to a pyromaniac. Watching a dancing flame upon the end of a match reveals the beauty of the universe, contained within the fire. Only within that flame can the world be made whole again... by burning down the old and rebuilding from the ground up. Terrible Injuries stokes the flames from within, causing them to set fires. The flames and heat bring a sense of elation that lifts their spirits. The larger and more vigorous the flames, the greater sense of arousal. This incendiary urge drives them to have utter disregard for the safety of others around them, as only the blaze can truly bring them peace. But when the flames die down, a firebug will fall into a deep pit of nervousness and depression... at least, until they set their next blaze.

Effect: While at Ignore 2 or 3 Skill Ranks on the Peril Condition Track, those afflicted with this Disorder must immediately set a fire or else suffer 1 Corruption.

At any time, a Pyromaniac gains an additional 1 AP on their Turn. Each time they take advantage of this benefit, they gain 3 Corruption.

SOLDIER'S HEART

Living in a grim world of perilous adventure is difficult, even for those trained to dole out death at the end of their swords. For warriors, this can be a particularly difficult existence. Some are haunted with the death screams of others not during their dreams but in waking reality, echoing as whispers in the wind. Their victims constantly call from beyond the threshold, attempting to draw the insane towards their own doom. The whispers urge these death-dealers closer towards the razor's edge. With enough of a push, it stirs feelings of resentment and displeasure at the destruction they've left in their wake, sending them into a bout of deep depression.

Effect: When suffering from an Injury, those afflicted with this Disorder must reduce all Damage they do by their [FB].

At any time, those afflicted with Soldier's Heart may flip the result to succeed at Skill Tests to Dodge or Parry. Each time they take advantage of this benefit, they gain 3 Corruption.

MUTATIONS

Corruption is ever-present within a grim & perilous world. Its touch has turned great men into harbingers of chaos and humble priests into dark servants of the Abyss. Its insidious touch takes hold within the spirit, twisting them from the inside. The flesh revolts at such chaos, tormenting both the body and mind. These malignancies then take metaphysical shape as the body is transmogrified. The afflicted are turned into a grim reflection of the doom which awaits. When this Disorder resides within the hearts of folk, it grows outwardly into Mutations.

HOST TO THE ABYSS

When the stars align, demonic fiends can be made whole on the Material Realm. Corruption made flesh, they seek the succor of powerful, Abyssal Princes by enslaving, torturing and abusing the innocent. When discovered, brave souls of order combat these chaotic entities, they bring their physical bodies to lay before their swords and gunshot. Destruction of the Demon's mutated, fleshy vessel generally banishes their spirit back to the endless pit they came from. However, some willful demonic forms may retain a foothold in the Material Realm. Their foremost goal – to impart their incorporeal spirit into a physical vessel with a fragile mind.

Once within, it is a battle of spirits that takes place between the host and the Abyssal Prince. Constantly tormenting their dreams, the fiend attempts to take sway over the host, motivating them with dark thoughts when their host is at their weakest. This war within causes the host to have dramatic shifts in personality, changing the way they interact with their friends and family, driving them towards further madness. Slowly eroding the host, the fiend will eventually change not only the host from within, but also without as the physical body mutates into a chosen form the fiend favors over time.

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror those afflicted with this Disorder are temporarily taken possession of by a random demonic host, who vies for control of their mind. Roll on the table below to determine what sort of host inhabits their body, referring to the effects as follows:

D100	HOST
1 to 25	Prince of Change
26 to 50	Prince of Decay
51 to 75	Prince of Pleasure
76 to 100	Prince of Violence

PRINCE OF CHANGE: *The afflicted becomes obsessed with changing their appearance and seeking to change the world around them with fiery words of the end times as a sinister schemer.*
Effect: During this time, the afflicted cannot add any Skill Ranks to Skill Tests they make.

PRINCE OF DECAY: *The afflicted becomes obsessed with filth, plays with insects and picks at their own wounds, seeking to watch blood flow and disease spread.*
Effect: During this time, the afflicted must flip the results to fail all Brawn-based Skill Tests.

PRINCE OF PLEASURE: *The afflicted becomes lurid, vain and self-indulgent in their mannerisms, seeking all manner of carnal and venal pleasures.*
Effect: During this time, the afflicted must flip the results to fail all Combat-based Skill Tests.

PRINCE OF VIOLENCE: *The afflicted becomes bloodthirsty, extremely erratic and aggressive in their mannerisms, seeking to indulge in all manner of cruel pleasures.*
Effect: During this time, the afflicted must flip the results to fail all Fellowship-based Skill Tests.

THE FLESH REVOLTS

Transmogrified, the flesh takes on a cadaverous, scaly appearance. Your heart begins to beat slower and your flesh grows colder to the touch. Given over to this terrible curse, your body must cast aside its skin, as you now molt upon every new moon. Naturally, the disgusting countenance you've taken on raises a horrendous social stigma, unless you take great pains to keep it hidden from others. But it also has introduced a terrible condition where your body is constantly half-paralyzed, your muscles revolting at the mind's wishes to move.

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot add their [BB] to Damage Threshold.

At any time, those afflicted with The Flesh Revolts ignore Bleeding and Injuries. Each time they take advantage of this benefit, they gain 6 Corruption.

THE HUNGER

Your cravings are ravenous; wanton for grotesque culinary experiences and grim buffets. An aperitif, freshly wrung from blood of a mewling Human child? *Delectable*! A first course of fingerling potatoes roasted with petit Dwarven carpaccio? *Très bien!* A second course of boiled Elven ears with vinaigrette reduction? *Excellente!* A third course of succulent Halfling flank steak, served between two slices of rye bread? *Magnifique!* A dessert torte served alongside two candied eyes of an Ogre and Gnome, covered in a raspberry gastrique? *Belissimo!*

Unsated by the simplest or show-stopping of meals, The Hunger stirs appetites considered unsavory by normal social standards. Consumed by an unquenchable thirst for flesh, your own body is fortified with unnatural energy as you dine upon the flesh of others. Once you are possessed by The Hunger, your body slowly becomes slothful as you fatten yourself up. Insatiable, you continuously consume others – whether cooked or left raw. Over time, you grow gaunt and emaciated, everlasting is your hunger. In the end, however, you are only preparing for the final course… *platter toi même*. The recipe to become a Ravenous Ghoul is complete!

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot recover from Damage by any means and move one step down the Damage Condition Track negatively for every hour they go until they eat the flesh from someone of their own Ancestry (other than themselves). As their Damage Condition Track drops, they do not suffer Injuries due to it. If they reach Slain! before they can eat, they instead remain Grievously Wounded and gain 1 Corruption every hour thereafter, until sated.

At any time, those afflicted by The Hunger can inflict Serious Injuries with bare-handed weapons. Each time they take advantage of this benefit, they gain 3 Corruption.

MOON FEVER

You have been afflicted by a terrible curse and mutate under its influence. As the moon waxes and wanes, you feel the wilderness call and become increasingly animalistic in your behavior. You lose all semblance of your humanity. In its place, there exists only insatiable hunger and a need for violence. Roaming the countryside by night, you feed upon the weak, craving only the flesh of other creatures. By morning, you awaken in the wilderness, naked. Your memories of the night before are fleeting. The curse of lycanthropy is almost impossible to lift; a number of superstitious 'remedies' exist, but most prove ineffective.

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot recover from Peril by any means and move one step down the Peril Condition negatively for every hour they go until they choose to change into a Lycanthrope. After changing into a Lycanthrope, the afflicted immediately adjusts their Peril Condition Track to Unhindered and suffer 6 Corruption. They then reference the Lycanthrope entry in the Bestiary in place of their Character sheet.

Although a player retains some control over their Character at this time, the afflicted must immediately succeed at a Resolve Test once they witness someone reach Seriously or Grievously Wounded, suffer an Injury or begin to Bleed. If they fail, the Character has no choice but to attack that person until they or the person is Slain!.

The only way to stave off this condition is to feed the afflicted with wolfsbane, which gives them a chance to revert with a successful Resolve Test; this Test can only be attempted once every 24 hours. Should they fail this Test or aren't given wolfsbane, they'll revert to their normal self after 24 hours. After reverting, the afflicted is Incapacitated! and remains unconscious for one hour.

When the moon is full, they cannot resist turning into a Lycanthrope and are no longer in control of themselves, ceding control fully over to the GM. Wolfsbane does no good in these situations. After 24 hours have passed, however, they revert to their normal self and become Incapacitated!, unconscious for one hour. Then they are returned to their player's control.

SANGUINE THRALL

You have been afflicted with the curse of the vampire. What once delighted your senses now tastes of ash. You possess a predilection to drink the warm blood of living creatures; and, if unable or unwilling to do so, you eventually lapse into a deep slumber from which you can awake only after the feeling passes. Daylight becomes your greatest enemy, as it causes your vision to grow blurry and your skin to suffer easily the effects of a terrible sunburn. Holy sacraments, garlic and other tokens of faith give you terrible headaches if you behold them.

Along with these weakness, you gain strength from within, as your grasp becomes incalculably powerful. You find that your lifeblood pumps heartily through your veins, filled with unnatural strength. However, it is only a matter of time until the curse takes full hold over you. The question remains: are you willing to pay the price for immortality?

Effect: After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot recover from Peril by any means and move one step down the Peril Condition negatively for every hour they go until they choose to drink three pints of blood. After drinking blood, the afflicted immediately adjusts

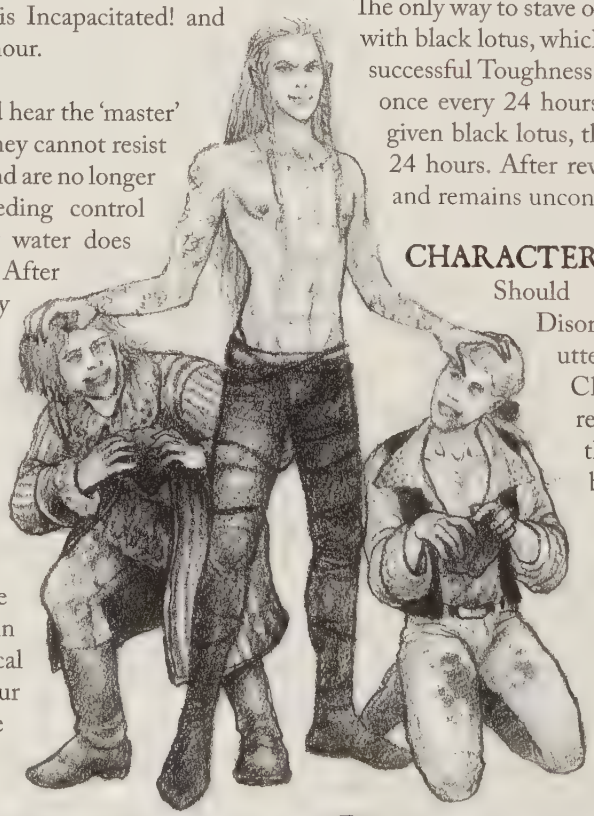
their Peril Condition Track to Unhindered and suffer 6 Corruption. Then they temporarily gaining the following abilities and penalties:

> The afflicted cannot cross running water, unless by bridge or boat.
>
> The afflicted does not cast a reflection.
>
> The afflicted can see perfectly in the dark, as if it were daylight.
>
> When the afflicted causes an Injury or makes someone Bleed, they move one step up the Damage Condition Track positively.
>
> When exposed to sunlight, the afflicted suffers 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire.

Although a player retains some control over their Character at this time, the afflicted must immediately succeed at a Resolve Test once they witness someone reach Seriously or Grievously Wounded, suffer an Injury or begin to Bleed. If they fail, the Character has no choice but to attack that person until they or the person is Slain!.

The only way to stave off this condition is to feed the afflicted with holy water, which gives them a chance to revert with a successful Resolve Test; this Test can only be attempted once every 24 hours. Should they fail this Test or aren't given holy water, they'll revert to their normal self after 24 hours. After reverting, the afflicted is Incapacitated! and remains unconscious for one hour.

When the afflicted can see and hear the 'master' vampire who infected them, they cannot resist turning into a mindless slave and are no longer in control of themselves, ceding control fully over to the GM. Holy water does no good in these situations. After 24 hours pass, however, they revert to their original form and become Incapacitated!, unconscious for one hour. Then they are returned to their player's control.



TAINT OF CHAOS

A horrific accident has taken place, an act of extreme misfortune that has resulted in an oddity affecting your physical being. A horrid alteration to your body crops up at inopportune times. Difficult to hide and even harder to control, this 'gift' from the endless pit has mutated your body in an unexpected way. Marked by the Abyssal Princes as one of their own and you will face certain death by Inquisitors should it be discovered. Fortunately for you, this Mutation only flares up during stressful situations… but you may find it difficult to hide after it has manifested.

Effect: Roll on the Taint of Chaos table to determine what sort of permanent Taint is spawned, referring to its additional effects. Taint of Chaos tables can be found in **Appendix G**.

After suffering 10 or more Corruption in a game session or from Stress, Fear or Terror, those afflicted with this Disorder cannot recover from Peril by any means and move one step down the Peril Condition Track negatively for every hour they go until they let their Taint of Chaos physically 'manifest' or are Incapacitated!.

After a Taint of Chaos manifests, the afflicted immediately adjusts their Peril Condition Track to Unhindered and suffers 6 Corruption. They may also take advantage of the Taint's effects. Once manifested, the afflicted also inflicts a brand of Madness upon those who behold them. If they have 1-3 Taints, they can inflict Stress with a successful Intimidate Test. If they have 4-6 Taints, they can inflict Fear with a successful Intimidate Test. If they have 7 or more Taints, they can inflict Terror with a successful Intimidate Test. When the afflicted interacts with those who know they're Tainted and hold the Character in contempt due to it, they cannot succeed at Fellowship-based Skill Tests to interact with them.

The only way to stave off this condition is to feed the afflicted with black lotus, which gives them a chance to revert with a successful Toughness Test; this Test can only be attempted once every 24 hours. Should they fail this Test or aren't given black lotus, they'll revert to their normal self after 24 hours. After reverting, the afflicted is Incapacitated! and remains unconscious for one hour.

CHARACTER RETIREMENT

Should a Character ever acquire more Disorders than their [WB], they are utterly corrupted. At this point, the Character should be permanently retired from gameplay. It may mean that the Character commits suicide, becomes mentally broken, reverts to a baser nature, falls from grace or goes on a murderous rampage. It is up to you how to handle this. Work with the player to give their Character a big send-off, as a grand climax of the story. But don't put it off for too long; resolve it within the next few game sessions.

OPTIONAL ADVANCEMENT

While **ZWEIHÄNDER** makes several considerations as to how their Characters are built, below are a few new options to handle the creation process. The first is to allow Characters to remain in the same Profession as they move into new Tiers. The second is how to start a more powerful group of adventurers for one-shot games or ongoing campaigns and the third presents the idea of creating a Character stable, so players can rotate a rogue's gallery of personalities in and out as the campaign progresses.

REMAIN IN THE SAME PROFESSION

Some players may wish their Characters to remain in the same Profession during the Intermediate and Advanced Tiers. This allows players to create a more robust and unique vision of their Profession, selecting freely from other options offered in this book. This gives an unprecedented level of customization to the player. However, be careful when you consider these options. Each Profession has been carefully designed with particular Talents in mind. Overloading a Character with too many 'good' Talents can impinge upon the usefulness of the other Characters.

INTERMEDIATE: There are a few governing rules for remaining in the same Profession within the Intermediate Tier. Once on this path, a Character cannot abandon it (but may elect to move into a new Profession once completing the Intermediate Tier). They must fulfil the following minimum requirements before moving into the Advanced Tier. Each of these Advances costs 200 Reward Points. As before, they may purchase these in any fashion or order they may desire:

- Select any 1 Talent that fits the player's vision of the Character to adopt for the same Profession. This becomes their new Professional Trait.
- Create a new 'title' for the Profession, based on the Character's development in the story. A good example would be a Character that was a Hedge Knight. Perhaps the Character is elevated to become a 'Freelancer' or follows a criminal path to become a 'Robber Knight'. The choice is theirs, but step in where needed to help guide them.
- Add 1 Fate Point on the Character sheet.
- The previous Profession had several Skills tied to it. A player must spend Reward Points to purchase all ten of these Skills for their Character. Once purchased, they automatically gain a Skill Rank in these Skills. For each purchase, mark Skill Rank: Journeyman. They cannot acquire Skill Ranks other than those already outlined by their previous Profession, however.
- The Profession had a list of Bonus Advances tied to it. A player must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to the Primary Attribute Bonus. Adjust the related Primary Attribute Bonus. They cannot acquire Bonus Advances other than those already outlined by their previous Profession, however.
- The player must purchase 3 new Talents that fits their Character's story and abilities. Work with the player to select three alternative ones that suits the feel of the Profession and the Character's experiences in the campaign thus far.

ADVANCED: As before, a player must fulfill these basic requirements before completing their Character's Advanced Tier. Each of these Advances costs 300 Reward Points. As before, they may purchase these in any fashion or order they may desire:

- Select any 1 Talent that fits the player's vision of the Character to adopt the same Profession. This becomes their new Professional Trait.
- Create a new 'title' for the Profession, based on the Character's development in the story. A good example would be a Character that remained as a Hedge Knight but renamed their new Profession in Intermediate Tier as a Robber Knight. Perhaps the Character is elevated to become a 'Black Knight' or became a war commander called a 'Banneret'. The choice is theirs, but step in where needed to help guide them.
- Add 1 Fate Point on the Character sheet.
- The previous Profession had several Skills tied to it. A player must spend Reward Points to purchase all ten of these Skills for their Character. Once purchased, they automatically gain a Skill Rank in these Skills. For each purchase, mark Skill Rank: Mastery. They cannot acquire Skills Ranks other than those already outlined by their previous Profession, however.

  The Profession had a list of Bonus Advances tied to it. A player must spend Reward Points to purchase all seven of these Bonus Advances. Each grants a cumulative +1 to the Primary Attribute Bonus. Adjust the related Primary Attribute Bonus. They cannot acquire Bonus Advances other than those already outlined by their previous Profession, however.
- The player must purchase 3 new Talents that fits their Character's story and abilities. Work with the player to select three alternative ones that suits the feel of the Profession and the Character's experiences in the campaign thus far.

STARTING AT A HIGHER TIER

As players create and play more Characters, they begin to better understand the intricacies of the rules. Sometimes they may have the desire to begin a 'higher level' campaign or you want to design a one-shot or shorter campaign that

focuses on other Tiers outside of Basic in a shorter period of time. Perhaps a player is rejoining the gaming group, and you want to give their Character a similar level of competence, so they don't feel left behind. Although **ZWEIHÄNDER**'s system doesn't implicitly build encounters or challenges around 'levels', it can still accommodate situations where you want to start a game at higher Tier. Follow these guidelines to create a more powerful adventuring party:

BASIC: By default, all players are given 1,000 Reward Points to create their Character. However, if you wish to lessen the time needed to reach Intermediate Tier, feel free to give them anywhere between 100 to 1,000 additional Reward Points. Given that you generally give 100 Reward Points at the end of each game session, you can do the math to better understand at what point Characters enter the Intermediate Tier. Remember, it takes a total of 2,100 Reward Points to purchase all Advances in the Basic Tier.

INTERMEDIATE: If you wish to allow players to begin play in the Intermediate Tier, you have several options. However, the most important consideration you'll make up front is to give players enough Reward Points to make it entirely through their Basic Tier. Give them 2,100 Reward Point to purchase all Advances for their Basic Tier. Then, let them choose a new Profession. Once chosen, give anywhere between 200 and 2,000 Reward Points to purchase additional Advances in the Intermediate Tier. It takes a total of 4,200 Reward Points to purchase all Advances in the Intermediate Tier.

ADVANCED: Finally, if you wish to allow players to begin play in the Advanced Tier, you have several options. However, the most important consideration you'll make up front is to give players enough Reward Points to make it entirely through their Basic Tier. Give them 2,100 Reward Point to purchase all Advances for the Basic Tier, have them select a new Profession and give 4,200 Reward Points to complete all Advances for the Intermediate Tier. Then, let them choose their final Profession. Once chosen, give anywhere between 300 to 3,000 Reward Points to purchase additional Advances in the Advanced Tier. It takes a total of 6,300 Reward Points to purchase all Advances in the Intermediate Tier.

CHARACTER STABLE

Life in a grim & perilous campaign world is one of hardship and quick deaths. While Characters gain Fate Points, one day, the well will run dry. Players will be forced to retire beloved Characters, uncertain of their place in the ongoing game. By adopting a Character Stable approach, players can better envision how they can reintegrate into the game or simply cycle through to new Characters each adventure at points in the story that makes the most sense.

You can begin to systemize the adventures in a fashion where all Characters stand upon the periphery of the story. While they may not be actively participating within it (as they carry out their own tasks behind the scenes), they are at least partially aware of what's going on. By using a Character Stable, players have the opportunity to call upon one 'favored' adventurer to complete an adventure or reintegrate back into the story at points which makes sense.

CREATE THREE CHARACTERS: In short, you can have your players create a Character Stable by having them randomly create three wholly different Characters during the Character creation process. Although this does take some deeper thought into how each Character will be personified through role-playing, the general mechanics should give a distinct impression of who the Character is, outside of the influence of adventures to come. For example, a player may create together a Human Ratcatcher, a Dwarven Prostitute and a Halfling Guttersnipe.

CHANGING CHARACTERS: Before the adventure commences, work with players to select a single Character to use throughout that story. Rotating in and out these personalities on a regular basis should be rare and only in circumstances that makes sense first for death and second for narrative purposes. This means that players should switch out upon the death of a beloved Character first and then during the adventure if it makes sense for the story.

CHARACTER GROWTH: In order to assure that switching out a Character for another is a seamless process, any Reward Points they earn for their active Character is also assigned at half the value to other Characters in their stable. This means that if a player was currently using their Human Ratcatcher and earned 100 Reward Points, they may also give 50 Rewards Points to their Dwarven Prostitute and 50 Reward Points to their Halfling Guttersnipe. This makes sure that the primary Character is always the focus, with others in the stable still growing in kind.

SHARED TRAPPINGS: Even though Characters are within the same stable for the player, they aren't considered to be as close of comrades as the main Characters are. This means that exchanging or handing over equipment from a dead Character is likely a rarity. Let common sense guide these trades, working with the players when it may make sense for trappings to be passed back and forth.

SLAVES TO CHAOS

Most would like to think that mankind and the demihuman Ancestries are the only people who struggle, who are the only bulwark against the darkest of nights when beasts bay for blood and cavort before dead idols. To them, they are pinnacles of order and truth, the marvel that all should look up to in order to better themselves. But what their hubris clouds is one simple fact – good and evil are an illusion. Even the most beneficent of kings can lose their heads on the chopping block and the vilest of sorcerers would readily die for their family. The civilizations of mankind and the demihuman Ancestries are not the only ones, for there lurk other civilizations beyond the periphery, beyond the known world. It is said that there is one civilization that wilder and purer. As mankind believe themselves to be the keepers of order, the fell beings that make up this civilization see themselves as champions of chaos – though this is not in an inherently malevolent sense. They see freedom and creativity in chaos, a morality of justification that is fundamentally in harmony with the original rules of reality. They find no need for laws or ordinance, as to believe there were any in the first place is a blind falsity. This means that these beings are less susceptible to corruption's call, though they all believe that they should risk that call in order to best experience life.

If players desire to play in a game of feral wilds and monstrous anti-heroes – perhaps interspersed with a little narcissism and savagery, then these optional rules provide the means to add four additional monstrous Ancestries as Characters to your campaign world. They are the Aztlan, the Grendel, the Orx and the Skrzzak.

AZTLAN (HUMANOID)

Out of all the Slaves, the Aztlan – lizard-like humanoids – are the oddest duck of the odd ducks. Aztlan will attest with their dying breathe their anathema towards corruption, their hatred of the Skrzzak and their desire for structure. And all of these are true to the Aztlan – but they are not what occurs in reality. The Aztlan are just as influenced by the darkness as their hated brothers – but their embrace of it is rather a rage against it. Aztlan are hypocrites, believing all others to be inferior when they themselves still resort to ritual sacrifice, barbaric Magicks and obscure religions to alien gods. Aztlan life is dictated by ritual and rote, and they will follow the same motions daily in order to appease their gods that lie beyond. They also have superiority complexes and are rather narcissistic, dressing in ostentatious feathers and intricate war masks to both impress and frighten.

Aztlan are an intelligent Ancestry in constant consultation with their Ancient One gods and masters in the ways of astrology, architecture and war. Theirs is a highly structured society organized into castes that are heavily reliant on each other – a Lacertilia cannot survive without a Gekkota and so on. This means that they have to rely greatly on others when they take journeys beyond their lands, often to discover lost artifacts of their gods or clean up dangerous outbursts of corruption. They will work with any other chaotic being, but they usually have to be physically forced to even speak to a Skrzzak without ripping their limbs off. Aztlan never really see themselves as being part of a party – they see their companions as tools, nothing more than a means to an end.

ANCESTRAL MODIFIERS

+1 [AB], [BB] & [WB]

-1 [CB], [FB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Amphibious Ancestry
9 to 16	Calculating
17 to 25	Chameleon Skin
26 to 33	Cut & Run
34 to 41	Hide of the Ancients
42 to 49	Kuuk Yak
50 to 58	Liquid Poise
59 to 67	Monstrous Leap
68 to 76	Razor Claws
77 to 85	Serpentine Fangs
86 to 92	Thick Blood
93 to 100	Third Eye

AMPHIBIOUS ANCESTRY

The Aztlan share a common ancestor with ancient water-breathing reptiles, retaining inherent abilities common among water panthers and komodo drakes.

Effect: You can breathe underwater, never suffering from Suffocation in these instances.

CALCULATING

Aztlan are reptilian creatures whose mental processes are a near mystery. Obscuring or manipulating their minds is a task reserved to only the best of warlocks, and even then they possess imposing intellectual fortresses.

Effect: You are immune to Magick which can control your mind and can see through illusions without fail.

CHAMELEON SKIN

Your hide almost perfectly mimics the colors and patterns of the world around you enabling you to become nigh imperceptible.

Effect: When you elect to not use Actions In Combat on your Turn, you cannot be struck by attacks made with ranged weapons.

CUT & RUN

When pressed into a corner, the Aztlan have developed a unique ability to interpose their own tails into harm's way. Their self-defense mechanisms allow them to escape with their lives.

Effect: When you would be Slain!, you immediately break off your tail, remaining Grievously Wounded and can immediately use any Movement Action for 0 APs. Should you suffer Damage again, you are permanently Slain! instead. It takes a month for the tail to grow back.

HIDE OF THE ANCIENTS

Covered in a thick reptilian hide, you are naturally protected from weapons and other hazards.

Effect: When unarmored, add +2 to your Damage Threshold as if you were wearing a suit of leather armor. You also gain the benefits of the Natural Armor Quality.

KUUK YAK

A genetic inheritance enables some Aztlan to communicate with lower creatures in tongues that are long-lost to modern society and unteachable.

Effect: You can use any Fellowship-based Skill to directly communicate with creatures which possess the Animal Creature Trait (specifically amphibians, reptiles and snakes). This interaction is not always beneficial: many creatures are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as a supernatural type of communication; the exact nature and complexity determined by the GM. In addition, you always succeed at Toughness Tests to withstand Heatstroke (as indicated in **Chapter 9: Hazards & Healing**).

LIQUID POISE

Your body slithers and sleeks around, moving with a strange and almost hypnotic grace

Effect: Add +3 to your Movement. In addition, you may substitute your [AB] in place of [PB] as an option when it comes to determining your Initiative.

MONSTROUS LEAP

Over centuries of evolution, Aztlan have developed musculature that allows them to jump upwards to a great height, even after taking a few short steps.

Effect: After moving at least 6 yards in one Turn, with a successful Athletics Test, you may jump horizontally three yards for every 3 points of [BB] or leap vertically three yards for every 6 points of [BB].

RAZOR CLAWS

Your fingers terminate into sharpened claws, retractable at a moment's notice.

Effect: When you use a bare-handed attack, they gain both the Vicious & Punishing Qualities.

SERPENTINE FANGS

You have a pair of retractable fangs in your jaw. With a snapping sound, you can quickly inject an enemy with deadly poison.

Effect: When you make a successful Attack Action using a melee weapon, spend a Fortune Point to also inject snake venom into the same foe. Roll a 1D6 Chaos Die. If it lands on face '1-5', you inject one dose of snake venom into your foe. If it lands on face '6', you inflict one dose of snake venom into yourself!

THICK BLOOD

Your blood is syrupy and slow flowing, allowing you to naturally expunge poisons much faster than the normal creature.

Effect: When subjected to the effects of one or more Toxins, the amount of doses you are affected by is reduced by one. This means that one dose does not affect you, while two doses are treated as one dose, three doses are treated as two and so on.

THIRD EYE

Aztlan have an extrasensory level of perception that allows them to 'hear' light and darkness with a gland atop their head. Fortunately, scales overlap it, protecting them from would-be harm.

Effect: You can see completely in the dark above ground as if it were daylight, providing you are able to hear.

GRENDEL (MUTANT)

These satyr-like beast folk are beings of a dubious nature that straddle a line between being a cult of personality and a force of deadly raiders. Grendel are hedonists *par excellence* – they revel in the consumption of drink and drugs, in sexual conquest and in profane rituals to gods they do not even remember the names of. They are slavers in a sense, but all their captives are willing – doting harems besotted by the primal attraction of beasts unhinged. That said, the beast folk can be bargained with as they believe in respect and fair trade, as well as ability and stamina. If you can gain a Grendel's respect, you are counted as being a member of a Wild Hunt as long as you follow the hunt's alpha in all they do. Grendel technology has not advanced beyond the Bronze Age, though they have little need for it, as their horns and teeth and especially their developed senses are more than useful as tools. It is thought that Grendel are in fact too simplistic and constantly in a belladonna's haze, but try to trick one and you'll find yourself a head shorter.

The Wild Hunt is basically a Grendel's family, one composed of not only fellow beast men, but also their large cadre of sex slaves and livestock. Few Grendel will ever venture far from their ancestral grounds, but those that do were often separated from the Wild Hunt and are trying to return to the comforts they know best. If they should come across other chaotic beings to journey with, they will eventually start to see them as an extended part of the Wild Hunt – perhaps not one of family, but one of dependable allies that can serve as a temporary substitute. Grendel also serve as great liaisons when dealing with the civilizations of mankind and the demihumans, as their primal 'assets' often prove a boon to them among the enlightened folk.

ANCESTRAL MODIFIERS

- +1 [BB], [FB] & [PB]
- -1 [AB], [IB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Alpha
9 to 16	Animal Magnetism
17 to 25	Dionysian Delights
26 to 33	Goring Charge
34 to 41	Half-Beast
42 to 49	Hard-Headed
50 to 58	Keen Senses
59 to 67	Musky Odor
68 to 76	Nature's Wisdom
77 to 85	Lamb To The Slaughter
86 to 92	Silent Stalker
93 to 100	War Bray

ALPHA

Every Wild Hunt has a single alpha; you are or will become one of these alphas. In that, you fight in harmony with your peers and lessers.

Effect: When fighting alongside other Grendel, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

ANIMAL MAGNETISM

The Grendel possess a sexual potency that's nigh impossible to withstand, even among other beasts.

Effect: You automatically succeed at all Skill Tests to charm and seduce all Animal and Humanoid creatures.

DIONYSIAN DELIGHTS

The Grendel are insatiable lushes, drinking and cavorting beneath the full moon's light. These parties often rage for days, ending only when they fall asleep amid their brethren, only to awaken the next day to continue their debauched partying.

Effect: While Intoxicated, you never suffer from the negative effects associated with this condition. You can learn more about Intoxication in **Chapter 9: Hazards & Healing**.

KEEN SENSES

The olfactory senses of the Grendel are highly attuned to sniff out anything: the scent of others – and sometimes danger.

Effect: You automatically succeed at all Perception-based Skill Tests which rely on smell.

GORING CHARGE

Grendel blaze ahead with horns protruding from their head. When they crash into their enemy, they can gore them with their rack of horns.

Effect: When you Charge, you may add an additional 3 Damage to your next melee-based Attack Action on this same Turn.

HALF-BEAST

A Grendel's appendages are affixed with crooked legs, but terminate in hoofs. This gives them the ability to bound and sprint far faster than any other Mutant.

Effect: You use 6+[AB] to determine your Movement on foot.

HARD-HEADED

The Grendel's noggin is protected by a hard, bony plate. It makes them immune to being knocked out from the force of a blow and also incenses them to rage when others attempt to hit them over the head.

Effect: Not only are you immune to the effects of Knockout! and Stunning Blow, you may make an Opportunity Attack against a foe when they attempt to use these Perilous Stunts against you.

LAMB TO THE SLAUGHTER

Viciously savage, the Grendel ravage and butcher their foes with an earnestness akin to a predator to its prey.

Effect: When you inflict Injuries with a melee weapon, you inflict two Injuries instead of one.

MUSKY ODOR

When cornered, a Grendel can emit a nasty odor – not unlike that of a skunk. This self-defense mechanism causes others to vomit from the stench.

Effect: When you fail or succeed at an Attack Action, you can spend 1 Fortune Point to automatically Stun a foe (as if they had failed to Resist a Stunning Blow). You must attack with melee weapons to utilize this Trait.

NATURE'S WISDOM

Being of the animal hierarchy, Grendel have a preternatural instinct inside them. It allows them to become masters of the wilderness, taming animals and hunting prey with ease.

Effect: When you fail a Handle Animal or Survival Test, you may re-roll to generate a better result but must accept the outcome.

SILENT STALKER

Attuned to the rustle of every leaf, the sound of every foot fall and the depth of the underbrush beneath their feet, Grendel know how to muffle their footfalls by treading lightly in the brush. Even in clearings, a Grendel can sneak almost unerringly up on their prey.

Effect: You may flip the results to succeed at Stealth Tests. When you succeed, it is always considered a Critical Success. In addition, you always succeed at Stealth Tests to move silently in rural areas.

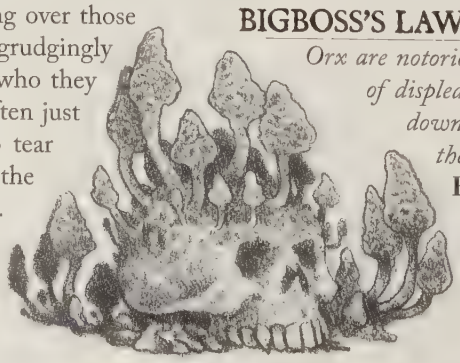
WAR BRAY

As they enter a fray, the Grendel bray aloud "BROOO!". This can empower them and their allies to fight harder, stronger and faster.

Effect: Anytime you succeed at a Litany of Hatred, foes temporarily suffer a -2 to their Damage and Peril Thresholds. Anytime you succeed at Inspiring Words, allies temporarily add +2 to their Damage and Peril Thresholds.

ORX (MUTANT)

Out of all the Slaves, the swine-like Orx are perhaps the most encompassing of its corrupted and chaotic values. Once human, these Mutants are no longer pure flesh and blood, but half fungoid creatures. People often see Orx, and their lesser slaves, the Boogans, as simplistic and brutish. And to an extent, they are correct – Orx care little for others, themselves or even material goods. However, they harbor an almost pure and animalistic neutrality towards civilization: survival is the only thing that matters. To an Orx, living another day means moving up their violent social ladder, absorbing more power and potentially lording over those who once tried to bring them harm. Orx begrudgingly respect power – they will work with others who they see as their superior or equal, though it is often just long enough for them to find an inroad to tear down a peer and assume their position in the hierarchy. Aside from this, Orx are scavengers. When exiled from the WAAAR! Horde, Orx adventurers make their way in this world with like-minded souls, plundering caravans while honing their martial spirit.



Aside from the Orx nature as a hermaphroditic fungal being, they also seem to possess a little understood latent Magickal power. In short, the collective force of will of the Orx causes things to happen, whether it be misfortune, coincidence or actual arcane doings. For example, most of their equipment looks like it would fall apart at any second – however, the Orx believe the equipment won't fall apart, so it doesn't. This is an odd wish fulfillment that the Orx just brush off as common sense, when in actuality it's an ability that has baffled scholars for generations. Orx are also oddly seen as kindred by other Mutants – something about them having a lack of tact or morals makes it easier to associate with them. Wandering Orx often adventure for the thrill of it or to perhaps assert their power as 'da best'.

ANCESTRAL MODIFIERS

+1 [CB], [FB] & [WB]

-1 [AB], [IB] & [PB]

D100	ANCESTRAL TRAIT
1 to 8	Backstabber
9 to 16	Bigboss's Law
17 to 25	Brute Force
26 to 33	Da' Bigboss
34 to 41	Dumb As A Rock
42 to 49	For the Horde
50 to 58	Fungus Amongst Us
59 to 67	Lucky Git
68 to 76	Luk Wat I Can Du
77 to 85	Orxish Snout
86 to 92	Unflinching
93 to 100	WAAAR! Horde United

BACKSTABBER

Expert combatants Orx can get the jump on any opponent when they put their minds to it.

Effect: Before making an attack with a melee weapon, make a Skulduggery Test. If successful, you may add 3 Damage to this same attack.

BIGBOSS'S LAW

Orx are notoriously unsympathetic. The mere threat of displeasing the Bigboss – including letting down their peers – weighs heavily upon their minds.

Effect: You do not suffer Corruption from killing others; however, you do suffer 6 Corruption by sparing them.

BRUTE FORCE

In the hands of Orx, simple implements of war become tremendous tools of destruction.

Effect: When wielding melee weapons, replace the Weak Quality with the Vicious Quality.

DA' BIGBOSS

You've got the biggest ballz of them 'allz.

Effect: You automatically succeed at Leadership Tests to command other Mutants who recognize your leadership to fight to the death and automatically succeed at Warfare Tests to becalm or organize these same Mutants under your rule.

DUMB AS A ROCK

Orx are notoriously unintelligent. Mutation has altered their brains, fueled by rotgut, and has burnt it to a crisp. That said, they are so dense that they are often too dumb to fall for any kind of deception or forceful personality.

Effect: You cannot be subject to the Guile or Interrogation Skills. However, being made victim to these same Skills causes you to suffer 1 Corruption.

FOR THE HORDE

Belting out a battle cry in the face of danger draws out the latent fungal deliriums that have intermingled within the fungal organs of Orx biology.

Effect: When you succeed at a Resolve Test, you immediately gain the benefits of one dose of red cap mushrooms, despite not having any on-hand. If this is a Critical Success, you gain the benefits of three doses instead. When under For The Horde's effects, you do not suffer the drawbacks normally

FUNGUS AMONGST US

Orx-molt continuously grows inside Orx's gizzards. Once they die, it generally consumes them from the inside out. However, through this process, an Orx can reemerge as an entirely 'new' and different person.

Effect: When you are Slain!, you can optionally roll a 1D6 Chaos Die. If the die results in face '6', you are automatically revived to Unharmed a week later. However, you must change your current Profession to something else entirely, losing all Reward Points earned in that Tier.

LUCKY GIT

Whatever god overlooks the Orx, they've elected them to go on for other things – not for better, but worse.

Effect: When you spend a Fortune Point and fail the Skill Test, put the Fortune Point back into the Fortune Pool.

LUK WUT I CAN DU

Earnest and focused Orx power through their own ineptitudes by drawing upon dire blessings.

Effect: When you attempt any Agility-based Skill Test, roll a 1D6 Chaos Die. If the die results in face '6', you automatically succeed. However, you suffer 6 Corruption.

ORXISH SNOUT

Orx snouts give them a predilection to ferret out things in the dark.

Effect: You can see completely in the dark above ground as if it were daylight, providing you are able to smell.

UNFLINCHING

Under the extreme conditions in which the WAAAR! Hordes live, Orx are rarely overawed by external forces. However, when subdued by more powerful opponents, they dig deep to find an inner strength.

Effect: You are immune to the effects of the Intimidate Skill and automatically add a Fortune Point to the Fortune Pool when you fail a Resolve Test to withstand Stress, Fear or Terror.

WAAAR! HORDE UNITED

In an unforgiving world, Orx have learned to band together. Through their sheer numbers, there is strength.

Effect: When fighting alongside other Orx, you gain a +10 Base Chance to strike with Attack Actions and Perilous Stunts.

◆ SKRZZAK (MUTANT) ◆

The main philosophy of the rat-like humans called Skrzzak is two-fold: never be seen and know your place. The Skrzzak's goals have been hidden from the populace: they dwell within the sewers of cities, plotting and manipulating officials so they can serve as puppet rulers and influencers. Amusingly enough, despite how much the two hate each other, Aztlan and Skrzzak society are very similar – they both maintain a rigid caste system, they are derived from Magickal influence, and they worship near god-like rulers. While Aztlan are generally brazen and proud, Skrzzak are subtle and manipulative. Skrzzak crawl among sewers and over rooftops, being natural thieves who watch and whisper from the shadows. They are also surprisingly efficient – they rarely leave a trace and their debauched courts have an odd regal order about them that could rival any Godsworn's temple. Their equipment, weapons and leathers are old, but well maintained. This is a point of pride among the Skrzzak – to them, these are extensions of their own personality rather than mere tools.

The Skrzzak have no care for themselves individually, but instead focus all their attention on their Broodmothers – their matrons, prophets and queens. Skrzzak rarely have intentions or motivations outside of what they must do to please their queen and they do not mind this one bit. Most Skrzzak who venture out of their sewers are on some sort of extended mission for their queen, perhaps to link up with a long-lost warren or establish a base of operations in a far-off land. All they do is for the glory of their clan, and they have an odd sense of pride, honor and familiarity with those of the same brood as them.

ANCESTRAL MODIFIERS

+1 [AB], [IB] & [PB]

-1 [BB], [FB] & [WB]

D100	ANCESTRAL TRAIT
1 to 8	Blighted Invocation
9 to 16	Bred To Kill
17 to 25	Darksight
26 to 33	Do'urden Syndrome
34 to 41	Enter the Skrzzak
42 to 49	Nose For Danger
50 to 58	Ogre-Born
59 to 67	Plague Bearer
68 to 76	Skittish
77 to 85	Skrzzak Don't Exist
86 to 92	Slave's Desperation
93 to 100	Warren Runner

BLIGHTED INVOCATION

A strange and blighted god has chosen to impart some of its unearthly might to you. You may even bear a strange mark, denoting the number '13' upon your arm, which glows as you incant ancient spells of disorder.

Effect: When you succeed at an Incantation Test, spend one Fortune Point to invoke Fear in enemies who bear witness to this infernal act.

BRED TO KILL

Might makes right and Skrzzak with this Trait are the top rats amongst the Kabal. They practice martial awareness and are given to rigorous martial discipline and cruel displays of destruction, the 'storm vermin' are the rank and file of Skrzzak armies.

Effect: All foes suffer a -10 Base Chance to Dodge, Parry and Resist your Attack Actions and Perilous Stunts.

DARKSIGHT

Attuned to life below the earth, the Skrzzak have developed an extrasensory perception to 'see' in complete darkness using smell and the brush of their whiskers. However, when standing in any light they may nervously chitter, vastly preferring the cover of shadow.

Effect: You can see completely in the dark below ground as if it were daylight, providing you are able to smell.

DO'URDEN SYNDROME

Unlike your shadowy brethren, you have elected to live amongst the surface dwellers. Considered a dishonorable traitor by the Kabal, you're not accepted by people above, either. As an edgy, gritty 'antihero', your name may have inspired a number of false tales in testament to your greatness as a warrior (much to the chagrin of better qualified swordsmen).

Effect: When wielding any 2 one-handed melee weapons, you may add 3 Damage to any melee attack. However, you are unable to Parry attacks while wielding 2 one-handed melee weapons.

ENTER THE SKRZZAK

Bred to be a deadly assassin, you use an array of throwing stars, poisons and gas bombs to debilitate and confuse your enemies. Donning all black, you are a faceless killer with a cruel cause. But with a snap of the fingers, you can disappear in plain sight with nary a trace of your presence.

Effect: With a successful Guile or Stealth Test, you can disappear entirely from sight, even while standing in front of onlookers.

NOSE FOR DANGER

The Skrzzak are horribly mutated, with protruding teeth, snouts and pale skin. However, this has granted them a keen sense of smell; not only for tasty treats, but also for opportunity.

Effect: When combat begins, you always gain a Surprise Turn (unless you are Surprised yourself).

OGRE-BORNE

Grossly crossed with some terrible monstrosity in their past, the notorious 'rat ogre' towers over their Skrzzak kin (and most other Ancestries). Made up of sinewy muscles, viciously-large talons and filled with unrequited bloodlust, the Ogre-borne are formidable enough to give other Skrzzak warlords pause.

Effect: Whenever you deal Damage with bare-handed weapons, they automatically inflict an Injury. In addition, you ignore the Pummeling Quality when determining the type of Injury you inflict. However, you must double the cost of clothing and armor to accommodate your hulking frame, and pay twice the normal amount to eat.

PLAGUE BEARER

With massively-bulging eyes and foaming mouths, plague-bearing Skrzzak are afflicted with terrible diseases and sickness.

Effect: You are entirely immune to Grey Plague. However, you inflict Grey Plague when you Injure a foe or Critically Fail a Heal Test when treating others. You can learn more about Grey Plague in **Chapter 9: Hazards & Healing**.

SKITTISH

Nervous as a hen near a rooster, you're undeniably fidgety. While annoying to others, it is in fact a side effect of your quick mind, as you can almost see things before they happen. Your mind races a hundred yards a second, unrelenting...as does your mouth during conversation.

Effect: When you suffer Damage from a ranged weapon, spend a Fortune Point to ignore it entirely.

SKRZZAK DON'T EXIST

'The Skrzzak don't exist', they say? Then, why are you standing in plain sight in front of them? Can't they see your snout, red eyes and tail? That's alright – you've got the drop on them. They just don't know it yet.

Effect: When you make a successful Melee Attack, you force a foe to Resist Dirty Tricks.

SLAVE'S DESPERATION

Slaves in Skrzzak society are downtrodden, considered highly expendable. This carries forward throughout their entire lives, remembering the boot or claw that sat upon their throat. In that, hard times call for desperate measures, as they draw from a wellspring of anguish and torment to inflict desperate attacks upon their enemies to survive.

Effect: When you are Seriously or Grievously Wounded, you may use two Attack Actions during your Turn, spending twice the requisite amount of APs needed.

WARREN RUNNER

Equipped with nothing but a black cloak, Skrzzak run the gutters with unparalleled speed and agility.

Effect: When you use any Movement Action during combat, your foes suffer a -10 Base Chance to strike you with any Attack Action or Perilous Stunt until the beginning of your next Turn.

STARTING MUTATIONS

Any of the Ancestries discussed above can begin the game with a mutation, granting them more power but obviously tipping them down the path of chaos. In order to become a Mutant, a player begins with the Disorder *Taint of Chaos* but does not gain a Fate Point due to it. Randomly generate a Taint of Chaos by rolling D100, consulting **Appendix G**. Once determined, a player records their Character's Taint of Chaos under Background on the first page of the Character sheet.

WORLD BUILDING

Since **ZWEIHÄNDER** does not have a specific setting of its own, most GMs will have their own ideas about what setting they want to use. This section explores several ideas that can help lay out some common standards for your campaign world. While none of these are hard and fast rules, they should provide some inspiration of how to shape up your adventures to reflect a living, breathing and of course, grim & perilous world.

HUMANOCENTRISM

Humans are often the most prolific Ancestry in a grim & perilous campaign world. Their cultural values are far more widespread than those of the demihumans and their religion readily-recognized. Human concerns, their politics and interests color most adventures, as they relate easily to the players' experiences and knowledge. From a role-playing perspective, this may stem from humanity's widespread influence over the world, their inuring drive to stomp out that which doesn't fit into their vision of speciesism or human superiority and the proliferation of their values by way of assimilation into a humanocentric monoculture. However, it begs the question – where do the other Ancestries come into play in your assumed campaign world?

It is up to you to determine how large a role demihumans should play in your campaign world. Excluding monsters from the bestiary for being too inhuman is obviously quite easy, but the main issue arrives during Character creation and the choices presented therein with regard to Ancestry. Ancestries have always played an important part in many fantasy worlds, but not all of them bring these Ancestries to the forefront of the story. In fact, many modern fantasy stories such as George R.R. Martin's *A Song of Ice and Fire* and Glen Cook's *The Black Company* are firmly set in human-only worlds. There are strengths and drawbacks to this – it is often easier to simply pose humans as the only Ancestral choice afforded to players, having them focus more on building Characters based on real world tropes rather than a hypothetical Ancestral background. On the other hand, it does detract generally from the fantasy of a game, making the world slightly less mythical in a sense.

ANCESTRAL ANTIPATHY

Another option would be to include demihuman Ancestries, but to ensure that the players understand their Characters are not a part of the norm. Assuming that the demihumans live at the fringes of society or are in decline in the face of the spread of humanity, Characters who are Dwarves, Elves and the like will probably be viewed with trepidation, fear or even hatred. They may even face persecution. Perhaps each city has a ghetto where all demihuman Ancestries have to live, regardless of the cultural and physiological differences between them. In the most extreme of cases, demihumans may even be rounded up and interred in camps where they are closely monitored by their Human oppressors. Meanwhile, organized pogroms route out those still free and march out into the wilderness to exterminate anything doesn't fit into humanity's neat little worldview. Demihuman enslavement may even be an accepted ideology among humanity. In some cases, this sort of anti-demihumanism may lead to groups of demihumans creating their own anti-human groups, ones which understand that only violence will persuade humanity to more readily accept their kind. For instance, in Andrzej Sapkowski's *Blood of Elves*, a radical terrorist group has retaliated against humanity, gathering other demihumans among their ranks. Such groups may readily exist in your own campaign world.

On one hand, when interacting with others outside their Ancestry, however, assume that they are always of the opposite Social Class and using an Unfavorable Skill (as discussed in Social Intrigue earlier in this chapter). Otherwise, you may simply hand-wave away any penalty for playing a demihuman and let the players define their Ancestrie's role within the world. A demihuman culture may simply be upon the edge of collapse and their Ancestry may be a protected class. The lands of these so-called 'elder races' may lay in ruin or have been abandoned following their destruction by the forces of chaos. The choice is ultimately yours as to how you intend to handle the demihuman Ancestries.

RULERSHIP

Different nations rule their people by different ways, but there are certain patterns to government. Most countries still function under an almost feudal system – their lands being divided into provinces, states or districts, each ruled by a nominal leader with titles ranging from ritter, baron and landgraf to marquis, herzog and prince. These rulers are usually free to govern their own lands.

Only recently have states become more than just squabbling kingdoms and backbiting feuds – they are now establishing strong centralized governments with much of their populations forming national identities and traditions that will continue down through the ages. That does not mean everything is perfect – wars and skirmishes cause borders to shift constantly and fringe ideals sometimes result in civil wars or separatist movements. Not to mention some states tend to cycle through rulers rather quickly, leaving a government unstable at its core.

The following describes the most common forms of government you can use in your grim & perilous world, each with their own particular gritty twist.

AUTOCRACY: The autocratic government is often associated with villainy and the morally-bankrupt, but this is not always the case. In an autocracy, all the power

of the government is placed on one single person. Where this differs from a monarchy is that the autocrat has zero accountability – they can perform any deed or action they wish, for they are **the** law of the land; they hold no loyalties or responsibilities. It is easy to see how a ruler can easily be overwhelmed with the power – what do they care about the opinions of their neighbors if they hold the destructive power of a nation's army that they can unleash with a single word? The Lowborn endlessly suffer under the rule of an autocrat and Burghers have a very hard time rising above their station. Even Aristocrats can see their wealth seized by the state and repurposed for ventures that rarely benefit the people.

Autocratic rule has led to genocides and civil war, but there are minor bright spots. Many tribal cultures are autocracies whose only concern is survival, while small nations may simply just resort to isolationism in order to get by.

DEMOCRACY: Democracy is a new, and rare, form of government. Though it traces its fundamental roots back to the dawn age, monarchs see no benefit from having the power removed from their hands. In fact, most democracies have seized power from a monarch, but only after much blood was spilt and trade disrupted.

Even then, a democracy is a government run by the Aristocratic and Burgher class – they elect the rulers, vote on the laws, hold each other accountable and so on. It is sometimes called the 'grand experiment', but to many rulers, their subjects are dumb as rodents, who can barely manage to lift a plow let alone vote on an issue. Why trust a nation to the dirty palms of the Lowborn? So far, the few democratic nations that have sprung up are hopeful, but few have flourished – the system is only as strong as the weakest link, and easily-corruptible Lowborn commoners have ascended to positions of power only to shift a promising nation state into an autocratic nightmare.

MONARCHY: The classic and once the most common form of government, a monarchy is ruled by a single individual, who passes their power along their family line. The ruler has many names – tsar, sultan, king, duke, executor and so on – but they all have the same function. Though a single person is the head of the state, they do not hold all the power – they have a series of advisors or cabinet members that steer the state in the right direction. Ultimately though, final decisions rest within the hands of the monarch.

Monarchies used to be what seemed like the only kind of government, but they are slowly dying out. Feudalism has given way to the rise of guilds. As the middle class becomes more wealthy, they call for more rights and better accountability. Dynasty upon dynasty of monarchies are seeing their kingdoms go through upheaval. The Aristocracy's hold over the wealth of the state is slowly being reclaimed by well-to-do Burghers. What few kingdoms remain as monarchies are often zealous and isolationist, as the oligarchies become the norm and slowly consume the ideologies of their peoples.

OLIGARCHY: An oligarchy is the most common form of government in a grim & perilous campaign world. An oligarchy is a government where the state is ruled by a group of elites – what actually constitutes 'elite' varies from state to state. City-states which rely upon sea trade are often governed by a wealthy merchant class and some even rise to become principalities. Ones who enjoy deep theocratic roots will be ruled by their priests, while still others are ruled by those who are educated.

In this form of rulership there is a strict division between the have and the have-nots. This easily sows discontent, and even if an oligarchy is at least partially benevolent, many of its citizens will spit at its name. Chiefly however, oligarchies are often too large – different leaders have disparate goals, causing tension in the ruling halls that leads to instability. The needs of the cities are often different than the needs of towns and villages. This rift often leads to political strife, which can eventually turn to the flame and the sword. Civil war is quite common in oligarchies and they can easily turn into monarchies or true autocracies with a slight push. Anarchy, however, is often the outcome.

SOCIAL STRATUM

In a grim & perilous world, wars are sometimes waged not with violence, but of poisoned words, carefully-lain social traps and scheming

diplomacy. In noble courts, a well-placed rumor or juicy bit of gossip – served with a dollop of truth and guile – can undo the machinations of those large of mustachio and high of birth. A well-written decree may undo a governor's hold over the people. Political firebrands may incense the public to violence, taking up arms against their masters. Guilds may be disrupted by stirring rhetoric from its leaders, espousing the dangers of foreign, unguilded workers. The whisper of a sordid affair betwixt a duke and his wife's maidservant may strain relationships and break alliances. Rarer still, a conversation between a demonologist and the devil she's summoned requires carefully-worded verbal agreements, mired with explicit language: when the soul is being wagered for promises of power, strict wording is important. Not all foes can simply be warded away by violence. Some duels will be waged with words. And when swords and pistols cannot lead to victory, words are weapons while reputations are as shields in the eyes of the public.

ALTERNATIVE FAITHS

Although this book presents a number of patron gods, there are a number of alternative faiths that also exist. Some say that these elder gods existed long before the spread of the other gods. Even demihumans worship the commonly-accepted gods. However, they have a long history that traces back millennia, with gods that have waned in popularity or been simply forgotten about. Many demihumans continue their ancient traditions, holding a deep and abiding respect for their histories.

The following entries describe a number of alternative religions, which will be touched upon in **ZWEIHÄNDER**'s future supplements.

FOLK WORSHIP: Though the commonly-accepted gods are influential and ubiquitous in their worship, they are not the only deities that people pay tribute to. In fact, the large majority of people probably venerate folk gods more often than specific ones. Folk gods are generally provincial or minor gods, ancient heroes or ancestors that are specific to a community or a very minor spiritual aspect, such as a certain river or a patron god of dogs. Other forms of folk worship revolve around the reverence of ancestors or spirits of nature, a common practice for Old Believers and those who live far beyond the city walls. A final aspect of folk worship consists of the recognition and practice of superstitions and other customs. Crossing your heart when making a promise (or crossing your fingers behind your back when you lie), tossing salt into a pot for a good meal (or throwing salt over the shoulder to ward away witches), and many more are half-remembered forms of worships that are now treated as common sense or at the very least a way to not run afoul of bad luck.

DWARVEN FAITH: Every Dwarven clan holds a particular ancestor or many ancestors they revere, making small benedictions to ask for their guidance in clan matters. While this may seem tame and understandable on the surface, there is a dark underbelly to these petty worships. When an esteemed Dwarven elder reaches their elder years (but before they perish), rune smiths are called upon to construct a hollow effigy from brass and stone. Using intricate runes lost to time, they ensconce the elder's body into the effigy and bind the soul inside, forever trapping them before they can move onto the Well of Souls. Permanently interred deep below the earth, these figurines are kept isolated from Dwarf communities. It is not uncommon to find paths winding their way between where clutches of these ancestral effigies stand to be worshipped by pilgrims. The process is not perfect – the new 'ancestral hosts' are mostly silent and rarely display any emotion or cognizance, their only distinction being their shells that were forged in their original shape. These bound hosts loom as figurative sentinels over the clan's burial grounds, but there have been rare cases where these effigies have awakened, speaking of a voice long lost to time.

ELVEN FAITH: The Elves do not worship gods *per se*, as the folk they revere are very much alive still. Time once told when Elves were immortal, never aging and remaining beautiful for all time. However, during the coming of mankind, this all changed. While some Elves can still live up to centuries, they too grow frail, despite their hoary intellect. However, some still live beyond the bounds of mortality, venerated by the kindred as supreme leaders called the Undying. Each of the Undying bears a 'persona' – a beautifully carved mask that illustrates their beauty in their prime. These Elven elders sit on a council that dispenses advice and guidance to the kindred, venerated for their ancient wisdom. Each of the Undying bears a specific responsibility for one of the aspects of life, such as music, death or the hunt. The council of the Undying has reputedly not changed for many, *many* centuries. Whether they have been the same elders all these years or if they have perished and been replaced by someone wearing the same persona, is hotly debated by Elven youth.

GNOME FAITH: Gnomes are a largely atheistic culture, something that is quite shocking to others. Philosophers have stated how they have long had the short end of the stick: cursed to turn into Goblins, less-respected than their Dwarven and Elven cousins and possessing a long history of enslavement. That being said, Gnomes do have a variety of dogma – one that deals with respect of the world below them. This is not a religious devotion to thunder gods or fervent worship of invisible monsters, but rather a curiosity into the 'mechanics' of how the underworld works. Their interests are piqued by the growth of fungi, the migration of crickets, the whims of underground river flows and the slow movements of earthen cratons over the millennia.

HALFLING FAITH: Out of all the demihumans, Halflings have the most simplistic of faiths. While most worship the common gods, they also pay tribute to an old spirit of the world they simply call 'Mother'. Mother is the patron of all

things in Halfling society – the earth, health, food, birth, tradition, death and so on. There aren't any formal shrines to Mother, nor clerics that promote the faith. Religious scholars say that Mother is probably just an aspect of the Martyr, but Halflings shrug this off, saying 'maybe she is, maybe she isn't.' Halfling lifestyle is not conducive to brooding on the movements of the stars and the whims of far-removed deities, but much more grounded in the here and now: they trust in Mother, and that is all that matters to them.

OGRE FAITH: Ogres that run alongside the various Mutant Ancestries worship the Tusked One, the Daemon-god of greed, hunger and violence. But those that have come to the call of civilization rarely pay tribute to any god whatsoever. Some civilized Ogres venerate the Halfling Mother, since they spend a lot of time within that society. Others hold begrudging respect of mankind's many deities: the Crouching One, Leviathan and Winter King being popular due to their close approximations to the power of the Tusked One. Most don't worship anything at all – either they are too simple minded to care or are too distracted by riches and wine to even bother with the natural broodings on religious matters found among other Ancestries.

DAEMONS

Magick is an ancient art and many aspects of it have been lost to time or been hidden by the darkness of the world. A rare few exhibit arcane Magickal potential, and rarer still are those chosen by the gods to wield their divine might as earthly proxies. Those who are too wicked or savage to understand the basic precepts of Æthereal manipulation may petition forgotten or secretive demigods to lend but an inkling of their blasphemous might. In addition to the 'civilized' gods, there are also inhuman and monstrous beings of vile power that may as well be gods. Called Daemons by the religious elite, they are the deities of the Grendel, Orx and all other manner of monstrous creatures. Worshippers of Daemons are often written off immediately as heretics, and for good reason – Daemons are mostly quite malevolent and often have little patience for mankind's society.

ZWEIHÄNDER doesn't cover options for Character to adopt Daemons as gods, but future supplements will spell out additional options. However, it is important to understand how Daemons can influence the world Characters live in, both from the shadows and in the light.

THE ANCIENT ONES

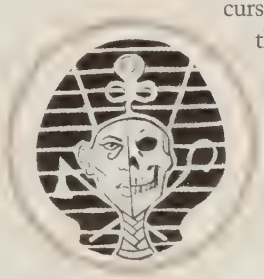
Long before man crawled upon the plains or even elves stalked the forest, six unknown beings known as the Ancient Ones arrived upon the world. They say the bursting potential of the creatures of the land and they applied their expertise in both Magicks and alchemy to subtly manipulate and accelerate evolution – with their chosen first children being the Aztlan. The Ancient Ones were not only beings from beyond space-time, but also embodiments of order and static progression – a common secondary name for them being the Daemons of Order. Though the Aztlan worship these beings in all they do, little is remembered about them since they returned to the angles between stars long ago. They are inscrutable and monstrous, beings of little more than polymath, sound and light who only wish for the static progression of time and the universe – one that probably ends in a heat-death. Obviously, this is a more than welcome ending for the cold-blooded and calculating Aztlan.

THE BLACK LODGE

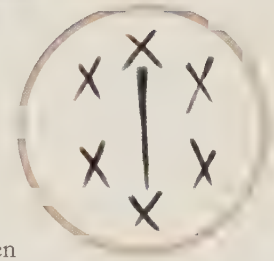
Before Elves came to worship their Undying ancestors, the Fey kindreds followed countless Daemons – viciously neutral spirits of the elements, plants and animals. However, as humanity arose and slowly ate at the borders of the Fey's earthly lands, the fair folk saw that their future lay not in the worship of these spirits, but in the reverence of earthly entities. With the adoption of the Undying elders by the Elven kindred, the Daemonic spirits were cast into Vault of Night for all eternity. Exiled to the Well of Souls, the Fey eventually recovered the Daemonic corpses and framed the immeasurable Black Lodge with their bones. Though silent and rotting, the Black Lodge still holds a terrible power that is manifested through the Fey's haunting dirges to their fallen deities.

THE GILDED PHARAOH

The living dead did not once walk the earth, as it was only centuries ago that the first breach in the Well of Souls was pushed open. In the ancient lands of the south, a powerful wizard delved into the depths of research and emerged from the other side speaking of a new variety of Magick – Necromancy, the power of the dead. His nation exiled him for his blasphemies, so he took to the desert and experimented on himself to attain the secrets of unlife, making himself the first Defiler. He grew mad from the power and hubris, and sent a plague across the land that turned his former countrymen into his undead thralls. Now, the living dead of all sorts trace their origin back to the being that calls itself the Gilded Pharaoh. Whether it be the curse of vampirism, spirits forced through the Veil or corpses reanimated with profane Magick, they all see the Gilded Pharaoh as their true lord. He is considered to be the mortal enemy of the Custodian, reviled for being the progenitor of both Necromancy and the undead.



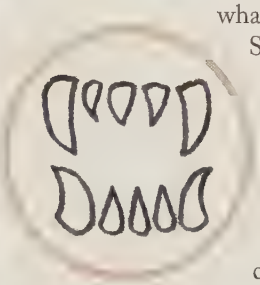
THE THIRTEEN



Everything the Skrzzak do, they do in honor of a mysterious Daemon called The Thirteen. The Thirteen is believed to be not one godling, but in fact an unearthly host of the best of their kind – one being with multiple voices (thirteen to be exact). This dark hive mind plots from the vast emptiness of the Æthereal Veil, spreading change and plague through Wytchstone-filled revelations to the Broodmothers. However, some scholars that believe The Thirteen is not many, but simply an aspect of the Abyssal Prince of Decay – a statement that would drive Skrzzak to literally eat you alive. The Thirteen exalts the virtues of destruction, plague and shadow, their horn-bearing priests extolling this at every opportunity they can get. That said, The Thirteen has many enemies – almost every other Daemon sees it as threat and blight to their plans.

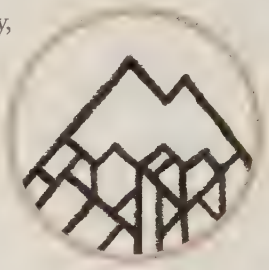
THE TUSKED ONE

Perhaps the most well-known, most feared of Daemons is the entity known as the Tusked One. He is the feared god of the Goblins, Orx, Trolls and Ogres – as well as the chief deity of the terrible Dvergar. The Tusked One has three alternative aspects that are worshipped, and whether these all belong to one being or are an alliance of creatures is open to debate. The *Slavering Maw* aspect is a thing of violence and greed, an engulfing toothy jaw that is favored as the bringer of barbarity. The *Endless Gullet* is the aspect of hunger and storms, revered by Mutants with their endless appetites and their warmongering ways. Finally, the *Hellfurnace* is the aspect of fire and destruction, an ancestral god-king revered by the Dvergar clans. There is no consensus as to what the Tusked One looks like – the Slavering Maw is often depicted as a massive Orx and the Endless Gullet as a giant, toothed rend in the earth. The Dvergar claim a manifestation of the Hellfurnace lies deep below their ziggurats, its appearance that of an ever-changing fire.



THE WITCH-QUEEN

Hundreds of years ago, an ancient Witch stood out from among the Elven kindred. Known as the Crone, she was a powerful magi and leader, having mastered Magicks of frost, of spirits and of blood-letting. The Crone thought herself more deserving than the other Undying and she resolved to freeze their spirits so that she could become the sole ruler of the Elves. Her hubris was her undoing, for she could totally hide her ambitions and despite the backing of her many followers and her Magickal might, the other ancestors struck her down and mortally wounded her. Somehow She survived and rose from her death as the Witch-Queen. She and her followers were banished far from the Elven kindreds and eventually came to the lands that are modern Siabra. Along the way, she also cursed countless Ogres to become the foul Fomorian. The Witch-Queen still lives and is worshipped as a god by the Siabra, but She is in a near-dead stasis hidden far from others. Her cult is one of both pleasure and pain, of cold and blood, and of vengeance.



ABYSSAL PRINCES OF CHAOS

The Abyssal Princes are the devils spoken of in the scriptures of the God-Emperor. They are those that mothers perform nightly blessings over their babes. They are those that chew at the fabric of reality and see countless men die at the hands of their demonic legions. They have been known as countless names throughout history – *Adramelech*, *Asmodeus*, *Astaroth*, *Baal*, *Beelzebub*, *Belphegor*, *Lilith*, *Lucifuge*, *Moloch* and *Naamah* – yet it has always been the same four (or perhaps five) princes. The only saving grace is that they cannot influence material existence directly, having to use their earthly agents to spread their infernal machinations.

PRINCE OF CHANGE

The Prince of Change is an insular Daemon of infernal might. He is a pact maker, but never a deal breaker, as His ambition relies too much on deception. He is associated with aspiration, plotting, change, fate and Magick. His worshippers are almost bound to Him, often the victim of a confusing bargain or deal that pledges their undying soul. The Prince of Change deeply distrusts all the other Princes, but He particularly despises the brute force of the Prince of Violence. He dwells within a confusing and ever-shifting maze of Magick and illusion, deceptive as He is. The Prince of Change has no set form, always altering His body and mindset so as to be unpredictable. He is often associated with the color blue, the number nine, the element of water and crows.

PRINCE OF DECAY

The Prince of Decay is associated with mortality, morbidity, plague and disease. An oddly magnanimous being, His worshippers often refer to Him as Father or Uncle – He adores being showered with admiration. He then returns the favor, spreading the disgusting love of sickness and worshippers help Him do just that. He holds no special hatred towards the other Abyssal Princes, but greatly distrusts the Prince of Pleasure with His false sense of carnal

love. The Prince of Decay dwells within what He calls 'a garden of delights', being a rotten forest that contains every plague and disease both real and imagined. The Prince is monstrous and bilious, permanently rotting, but cackling with joy and fondness for all things wretched. He is often associated with the color green, the number seven, the element of earth and flies.

PRINCE OF PLEASURE

The Prince of Pleasure is an inspiration to artists and torturers, prostitutes and bards. He is the youngest and least experienced Abyssal Prince, but that does not make Him any less dangerous. He is associated with lust, greed, pain and pleasure – a being of both divine comforts and blinding pain. Nothing is too extreme for the Prince of Pleasure, and His worshippers push themselves far beyond the edge to feel His divine pleasure. The Prince of Pleasure is insular and doesn't trust many, but particularly despises the paternal affections of the Prince of Decay. The Prince of Pleasure dwells within a lavish and incalculably large barge, one that holds every type of pleasure and pain imaginable – much to the delight of those who follow Him. The Prince is lustful and deceiving, both an object to be wanted and feared. He is often associated with the color purple, the number six, the element of air and snakes.

PRINCE OF VIOLENCE

The Prince of Violence is perhaps the most well-known of all Abyssal Princes, making His presence well-known in the Material Realm. He embodies the powers of hatred, rage, bloodshed and cruelty. He sees no allies in the other Princes, rather just worthy opponents that must be struck down. He has an enmity towards Magick of all types and bears a special hatred towards the Prince of Change. His worshippers are particularly brutal and sanguine, bristling at any moment to strike down their enemies with bloody vengeance. Prince of Violence's bronze and onyx fortress roves across the torrid Abyss atop the backs of millions of tortured souls that sold themselves to Him in life. The stench of sulfur and death surrounds the Prince of Violence, as he sits atop a crumbling throne of goat skulls. He is often associated with the color red, the number eight, the element of fire and young bulls.

THE OUTSIDER

There are rumors of a fifth Abyssal Prince, who the other Abyssal Princes scorned and cast into the darkest depths of the void. This fifth Prince represented chaos in its purity; the concentrated efforts of all the other four Princes, and the tendency of chaos to eat its own tail. He supposedly hated the other four and would sponsor chosen mortals to strike at the throats of the other four Princes. He was regarded as a renegade and an anarchist. Called The Outsider, He was banished somewhere far in the bleakest reaches of reality. The Outsider became an enemy to demons, but he is not a kindly being – to fight for him is certain death, but to resist him is certain damnation.

WORLDS BEYOND

Reality as arcanists and priests know it, called the Material Realm, is not the only realm in existence. In fact, common knowledge dictates that there are multiple worlds beyond this one. Obviously, this is only well known among the scholarly – the layman is only vaguely familiar with the afterlife, as it is the only realm that directly affects them at any moment. Scholars, mages and priests attest that there are at least three unearthly realms, though this number often inflates depending on who you talk to. The three that are commonly held and agreed upon are the Vault of Night, the Well of Souls and the Abyss.

These realms are the standard assumed 'outerworlds' in a grim & perilous setting. They can be actually real and visible or mere philosophical musings of the Magickally-touched. They are meant to be broad enough to allow a wide array of possibilities, while also staying flavorful and dark for any good game of **ZWEIHÄNDER**. As with anything in the book, you may have very different ideas about what your campaign world looks like.

VAULT OF NIGHT

The ever-encompassing outerworld that envelopes the Material Realm is called the Vault of Night. Punctuated by a multitude of tiny motes of light, this vastness seemingly stretches into infinity. The Vault is the abode of the stars, the moon, the night sky and the sun. However, scholars believe that the Vault actually contains far distant myriad worlds of such variety and strangeness as to be infinite. It is said that within the vastness lay the *Dark Astral*, a starless place of unending strife and torment.

Rumors abound that even though Magick is pulled from the Æthereal Veil, the Vault of Night houses the *Dominion Planets*; direct axis where the Winds spill forth into the Vault. These heavenly bodies circle the Material Realm tantalizingly,

twinkling in the night but remaining out of reach – even by Magick. Each of these wandering planetoids is named after one of the Winds and it is rumored these places are pure representations of the arcana. Aught else is known of them, though scholars are constantly philosophizing upon their origins and purpose.

WELL OF SOULS

Eventually, the living will face the grim specter of death, and when they do, they will all return to the demesne of the gods: the Well of Souls. What the Well actually is something of a mystery – the returned rarely recall the realm beyond and the living haven't managed to glimpse into the unfathomable dimensions beyond. However, it is doubtless that all souls go to rest in the Well of Souls in purgatory… for a time.

It is believed that when spirits take their first steps into the Well of Souls, they enter into a state of limbo: not passed onwards, but not alive either. This realm is a grim reflection of the real world – a gloomy place haunted by shadows and shattered memories. Here they are judged by the Custodian, lady of the dead. Those who did not hold the gods in their heart are reincarnated without memories, to 'try again'. Those who honored the gods are washed down the river of Oblivion, landing on the shores of their god's realm. Those who swore themselves in life to Daemons or denied their existence are swept to the end of the river and thrown over a massive waterfall of the dead, one that spills forth in the lowest depths of the Abyss.

In the periphery of the Well of Souls, there exists a dark and feral wilderness known as the Black Lodge. Apocryphal tales speak that the Lodge was populated by old gods whose names have entered the fog of memory. In fact, the Well of Souls was once believed to be nothing but the Lodge. However, as the Custodian grew to become the usher of souls, Her servants drove the nameless beings out of the Well. The old gods were cast out and condemned to eternally wither in the Vault of Night. Those who found their way back went to the Black Lodge; a place of undeniable evil. The mysterious Fey, a remnant Ancestry of the forgotten gods, pay homage to the Black Lodge.

THE ABYSS

The final common realm has no real location – some scholars believe it lies at the mouth or the headland of the infinite river of Oblivion. This place is the endless pit of the Abyss, home of demons and the Abyssal Princes of Chaos. Both a prison and a paradise, the deadly unfiltered chaos writhing within threatens to devour all of reality. Luckily, wherever it is, the Abyss is tucked away in a far corner of existence – only powerful Magicks can pull demons from its maw, and the awful Abyssal Princes have no ability to directly influence the world. That being said, it still strains at its own rusted shackles and hopes to satiate its hunger for destruction.

The endless pit of the Abyss is both a place and not a place, similarly to the Æthereal Veil and the Well of Souls: they are metaphysical dimensions with beings dwelling within them, but they have no real sense of form or construction. However, unlike those fabled realms, the Abyss has been labeled with structure, not only by scholars, but the demons themselves. This is mostly due to the barbaric process of a demon's 'ascension' rather than being physical locations, but that may just be semantics or demonic trickery. The higher the layer the demon resides within, the more influence they hold over the Material Realm.

CAMPAIGN SEEDS

These campaign seeds are threads drawn from the authors' own campaign worlds. Each seed embraces the themes outlined at the beginning of this chapter. Though future expansions may lay out additional seeds and completely fleshed out campaign guides, these are just ideas for a GM to mold to their own use. Each seed contains a few common strings. They are all influenced by a proto-Renaissance/ Early Modern world, whether that be one of fantasy or one grounded in the actual history of Earth. In addition, they are primarily humanocentric. The seeds don't explicitly say non-human Ancestries can be played, but there is very rarely any favor given to demihumans in these campaign seeds. The details of a setting can be changed at your whim, however.

You can also use these seeds as examples for constructing your own setting. You can also easily use published settings with this book rather easily. Remember that it's your game, and it is up to you what you make of the world you set it in.

CAMPAIGN SEED FORMAT

Each seed has a standard format, making it easy to understand. In addition to an introductory description, each seed is divided into roughly four sections, as follows:

THE ENEMY WITHIN: Every nation has its own internal struggles. Whether it be simmering class warfare, deadly diseases, suspects of heresy or factional in-fighting, no state is ever safe from itself. 'The Enemy Within' section discusses potential inroads to internal strife. The complications herein set the general tone, propping common threats to the fore.

THE ENEMY WITHOUT: If you are your own worst enemy, then the people surrounding you are either demons or your closest allies. War, trade, diplomacy, double-crossing, colonialism and other factors can bring stresses from the outside within. 'The Enemy Without' section discusses potential hooks for external problems in a seed.

THE ENEMY BEYOND: While most of these seeds are grounded in reality, there is an aspect of the fantastical about them. Magick, monsters, tears in the fabric of time and blasphemous enchanted objects can all find their way into your setting. 'The Enemy Beyond' section discusses potential ideas for supernatural issues in a seed.

ADVENTURE IDEAS: Each campaign seed also offers three short snippets of adventuring hooks to spark a GM's imagination. They do not possess any great depth, but flavorful enough to inspire a GM into adapting the seed into an actual playable adventure.

THE THIRTY YEARS' WAR

The year is 1630 and Europe is ablaze in the fires of war. Most of central Germany is engaged in what would be known as the Thirty Years' War. It has reached its peak of violence, depravity and corruption. Not only is humanity showing its most vile parts, unearthly calls and rituals have been heard from the woods, as corruptive plagues have spread through the countryside, slumbering beasts have awoken and the influence of witchcraft has slowly consumed the land.

The Holy Roman Empire is not a traditional empire in a sense – in fact, it is more akin to a democratic collection of states under one ruler, known as the Holy Roman Emperor. The current Emperor is Ferdinand II, and he has held this position since the beginning of the Thirty Years' War. The Emperor is elected from a group of German kings, princes and counts known as electors and then crowned by the Pope – giving the Emperor the holy authority of God. Ferdinand is advised by his Imperial Diet and Imperial Courts, but he is a rather extremist and totalitarian Emperor.

Nearly all the major players of Europe are involved in the conflict and suspicions between neighbors are at an all-time high. Relations between countries have never been quite

civil in Europe, but xenophobia and even racism come to dominate the European mindset. Nationalism is rampant and dangerous, and has lead to people being butchered on the street just because they spoke a foreign language. National borders have become fluid and dangerous, with clashes between opposing forces a regular occurrence. Even the roads and rivers aren't safe, with roaming bands of brigands, marching armies or even wayward pirates exploiting the fluctuating state of nations.

Diseases have also become more widespread, spread by the movement of armies and refugees that bring foreign viruses from other lands, as well as decaying bodies, ravaged sewers and plague animals roaming the street unhindered. It is not uncommon to see the worst plagues man has to offer as you walk down the street, from leprosy to the black death, from cholera to syphilis. Hundreds of thousands live on the streets begging or have taken to living as refugees in massive tent towns that have been erected outside capital walls. Food is scarce, supplies even rarer, and medicine is either nonexistent or so barbaric that victims would rather die. These poor wretches make easy targets for con-artists, thieves and murderers, looking to make a quick crown off of human tragedy.

THE ENEMY WITHIN

The war within the borders of the Holy Roman Empire (HRE) has fractured its constituent territories at best, perhaps destroyed it at worst. Before the coronation of Ferdinand II, the HRE allowed each state to choose their state religion – either Protestant or Catholic. However, Ferdinand is a staunch and radical Catholic and mandated that the whole Empire convert to Catholicism. This was the root of the start of the war, as the Protestant states – led by Bohemia – rebelled, instigating a civil war. Starting in 1618, the conflict continues and tears at the foundations of the Germanic peoples until 1648.

The Catholic states of the HRE include the Catholic League – a collection of Catholic states comprised of comprised of Bavaria, Cologne, Strasbourg, Worm, Mainz, Trier and more – plus Austria and various other Catholic city-states. The Protestant side of the conflict within the HRE included Bohemia, Saxony, the Palatinate, Brandenburg-Prussia and Brunswick-Luneburg. This means that the seven elector states of the HRE – Mainz, Trier, Cologne, Bohemia, the Palatinate, Saxony and Brandenburg – are divided against each other, having little if no influence over either the body politic of the HRE or the Emperor.

The Catholics have officially suppressed the conflict and interstate hostilities have ended, but that does not mean the whole of the HRE knows yet. Every day, skirmishes still occur as the empire tries to get itself in order. The conflicts have become barbaric – farmlands have been burned and salted, cattle have either been butchered or stolen, and trade routes have been blockaded or watched eagle-like. The freelance mercenaries are the worst – they plunder the homes of villagers, killing all but the women who they use for fouler purposes before granting them death. Many have given up allegiances entirely, ravaging the countryside out of greed and pleasure.

THE ENEMY WITHOUT

Not only is the Thirty Years' War an internal conflict, but an external one as well. The main crux of this is the Habsburg Dynasty – a long lasting German dynastic line that has forged links to royal houses across Europe. They rule most of Western Europe and together with the Papacy, dominated the Catholic Church. A long familial line would normally not be an issue, but the Habsburgs have been exploitive and paved the way for policies that only favor them, often degrading or punishing non-Habsburgs. Thus, when tensions arose following the mandate that the whole Empire convert to Catholicism, numerous countries and leaders who have long felt the weight of this dynasty rose up and fought to free themselves of the Habsburg yoke.

The Habsburg allies are small in number, but are rather quite powerful. Their main ally is the Spanish Empire, whose staunch Catholicism, massive navy and hatred of the HRE's enemies make them obvious allies. Hungary and Croatia are minor countries under the direct rule of Emperor Ferdinand II, so they have little to no alternative than to join the war effort. Denmark has recently switched sides, having been a supporter of the anti-Habsburgs but is swapping due to outside pressures – they remain relatively neutral, but they have been funneling resources into the HRE. Finally, there is the Polish-Lithuanian Commonwealth, another neutral power that serves as a direct barrier between the HRE and the terrible forces of the Russian Tsardom and Ottoman Empire. They provide the HRE with supplies as long as the HRE provides protection.

The anti-Habsburgs are much more numerous, but still not as powerful. France is the surprising leader of this faction. Despite being a Catholic nation, France is no friend of the HRE, the position of Europe's dominant state having been traded back and forth for centuries between the two. France's problem is that it is pinned in on all sides by its enemies – Spain to the southwest and northeast, England to the north, HRE to the east. Other members of this faction include Sweden and its insane king Gustave Adolphus, whose ships have been raiding Spain and the HRE; the United Provinces which has attacked the HRE from the west; England, though its military aid has been marginal and is likely to be stopped soon; Scotland, though mostly out of concern for the fate of their Princess Elizabeth, who is of Bohemia – they would rather she stay in the firm grip of their homeland; and Transylvania, which suspicious of Catholic policies, has

recruited their allies in the Ottoman Empire to help them lead an assault into Hungary. Finally, Gustave of Sweden has beseeched the Russian Tsardom for aid, and thus they have begun strikes into the Polish-Lithuanian Commonwealth.

THE ENEMY BEYOND

The common folk are obviously terrified, and many have been looking for places to put the blame, to herald that these are in fact the end times. Calls of witchcraft and worship of Satan has become more common, as inquisitors and witch hunters burn heretics and foreigners at the stake.

Mystics and magicians that have long studied arcane secrets are finding that at times, their efforts bear fruit. Roman Catholic priests and Jewish rabbis are finding their blessings may actually have some manifest effect. Some of these people are taking scholarly approaches to these secrets of the universe, but many hide these nascent gifts from the public. Mystically stitching someone's wounds closed may be objectively beneficial, but cries of Satan worship are not far behind. What's worse is that this Magick is dangerous and unstable – those who have dabbled in it have found themselves mutated, summoning forces of indescribable power or even becoming stranded out of time and place. Others speak of terrible beasts in the woods, creatures out of myth and legend that hunger for our flesh or the dead come back to life. This all may sound ridiculous, but perhaps it is not unfounded. Soldiers have marched through the countryside and found footprints the length of three men or entrails strung across trees in bloody altars around butchered corpses. Many still remain myths and ravings of madmen, but it seems every war ravaged town has a story involving some kind of demonic presence – rat-like creatures that glide through the sewers and abduct the young, spirits that haunt the sundered battlefields or entrancing mer-creatures that lure sailors to drown to their deaths.

The reason for this rise in mysticism is unknown – perhaps the bloodshed and terror of the age has caused a metaphysical swell, bringing humanities worse fears to life. Or maybe these things have always been there, lurking in dark corners to strike at the right time. Either way, it is not safe to journey into the wilderness at night

ADVENTURE IDEAS

FOULNESS IN WURZBURG: The party hears that Wurzburg, a populous city in Bavaria, is undergoing a massive witch trial, during which nearly 100 supposed witches have already been burnt – including multiple children. The Prince-Bishop of Wurzburg has sentenced many to death for petty offenses such as 'whistling a song with the devil', and he has become more and more insane with each burning. Some townsfolk believe the Prince-Bishop himself is a practitioner of the dark arts.

TALE OF ONE CITY: The party finds themselves in the city of Strasbourg, which straddles the border between France and the HRE. The city is under constant siege by both sides, as they have long remained neutral in the war. They lack food, supplies and medical care, but their coffers are quite deep. They will pay handsomely for whoever aids them or better yet, lifts the siege by the two nations.

WHISPERS OF RUS: Journeying to the cold lands of the Russian Tsardom's capital of Moscow, the party hears whispers of a bloody coup that could potentially occur. Tsar Michael I has long been a gentle and kind ruler, but he has recently grown uncharacteristically savage and cruel – his courtiers think his death may be the only way to save the Tsardom. Michael has recently been seen wandering deep into the nearby woods at night, where fell chanting is heard and bonfire flames can be seen – perhaps this and his new cruelty are linked?

GOTH MORAN DIVIDED

Upon the great continent of Goth Moran, its many ethnic groups have long struggled for supremacy. The Fifth House – a dynastic theocracy of princes and counts – had long ruled over the land. Through the lens of ethnocentric policy, the Gothric lords of the Fifth House embrace the principle of isolationism. Other nations are viewed as threats to their way of life. To the Fifth House, chaos is an enemy worse than evil and the true enemy towards traditional values, as taught to them by priests of the God-Emperor.

Beyond the northern borders of Goth Moran is the kingdom of Aglador. As the Aradain king turned his eye towards Goth Moran's resources and weakness, so followed the Border War. The continent was quickly torn asunder by Aglador's Black Knight armies. Marking an end to the war, the grand prince of the Fifth House was executed in the capital of Malaga in a show of Aradain supremacy. Following this, the duchy of New Mahal arose as an Aradain successor state in Goth Moran. Lord Hampton Dautinthorne stood as its duke, and after a short period, Aglador ceased further expansion. As the Black Knight standards were lifted over the grand prince's palace, the Fifth House was no more.

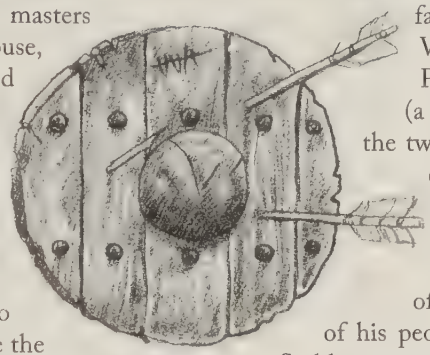
From the ashes of the Border War, two Gothric clans began to vie for supremacy of southern Goth Moran. First was Ghulistan, a province of tremendous influence prior to the war. Lead by the Grand Arbiter Orson Batraal, his chief focus was to assimilate the weaker neighboring province of Walstania into his own. Tensions had long-existed between the Ghulistani and Walstanians well before the conflict. The Walstanians were a lesser clan, treated differently than those of Ghulistani bloodlines. Without the Fifth House to reign Ghulistan in, they enacted a vicious blood war against their Walstanian cousins. The Walstanian Count Leto Stahl stood in defiance of the Grand Arbiter, raising the banners of a guerrilla force called the Walstanian Liberation Front (often shortened to the WLF). Within a few seasons, however, Walstania was brought to its knees by the better-organized Ghulistani nation. Count Leto was imprisoned in his shattered stronghold at Drach's Landing, and the Grand Arbiter declared an official end to the strife. Despite this, it brought further misery and suffering upon the Walstanians. Apartheid was established, as the Ghulistani rounded up remnants of the Walstanians to be ejected back to the Horn of Walstania while interring former WLF members into labor camps in Grunwald Forest and the Basque River Valley.

Remnants of the WLF continue to fight in vain, but efforts flag with their leader imprisoned. At the center of this conflict lay three provinces: Ghulistan, Walstania and the duchy of New Mahal. In this campaign seed, we will touch upon each province while focusing on one of chief importance: Walstania.

THE ENEMY WITHIN

Just a few miles beyond the continent lay an island called the Horn of Walstania. Traditionally rich in resources, but poor in living conditions, the Walstanian people have roundly been made the mortar in which the bricks of Goth Moran were lain. Like their cousins, the Walstanians were born of slave stock over three hundreds years ago in the Farasemi League. As the Gothric evolved to become the Fifth House in Malaga, Ghulistan and Kahabro, the Walstanians remained chattel their entire lives. Whether by

the hand of their former Farasemi slave masters or beneath the jackboots of the Fifth House, the Walstanians have been marginalized to the point where they account for less than a tenth of the entire continent's population. The Horn of Walstania is divided into three factions:



GHULISTANI: They believe it is not only a birthright of the Walstanians to remain indentured as slaves, but also divine providence to be supplicant before the successors of the Fifth House. The traditional port of Walstania – Drach's Landing, along with neighboring Slaughterpine, are loyal to Ghulistan.

OLD BELIEVERS: Distinguished by their numbers, they live in either internment camps or villages ensconced with a Ghulistani overseer. They are the most likely to be persuaded to take up the cause of the WLF's fight for independence. Without a strong political leader, however, the Old Believers remain rudderless. Their numbers can be found throughout the Horn of Walstania, such as in Port Rhime.

WALSTANIAN LIBERATION FRONT: Their political leader, the Count Leto Stahl, is regarded as a populist demagogue. While he was once an influential clergyman of the Fifth House, he formed the WLF at the end of the Border War. Originally founded as a network of scholars and politicians, the invasion by Ghulistan transformed the WLF into a full-fledged militia. Its members quickly found themselves trading their pens for spears and books for shields. Their actions have gained some ground in the Horn, but often put them in the path of Ghulistani soldiers and sometimes their own kin. Remnants of the WLF dwell mostly in Hewn Ford.

THE ENEMY WITHOUT

Occupying the center of the continent is the province of Ghulistan, the most populous region of Goth Moran. Its great tracts of uncharted pinewood forests quickly give way to swampy morass and soaring peaks. Its leader, the Grand Arbiter Orson Batraal, rules from a city of the province's namesake. While the Grand Arbiter doesn't share any direct bloodlines to the Fifth House, he installed himself as regent to a child successor of the defunct Fifth House's surviving young prince. Under the pretense of re-establishing the Fifth House dynasty in all but name, his aims are two-fold: one, to supplicate Ghulistan before the Aradain lords of New Mahal with the hope of being crowned king of a unified Goth Moran. And two, exploit the natural resources of Walstania to trade with the Aradain lords. To see his vision come to fruition, he instituted a pogrom to systematically eradicate the Walstanian people from Ghulistan entirely. Modeling his army after the Legate reeves of the distant city-state of Kahabro, their spears ran red with blood. After conquering the Old Believers, his reign of terror extended far beyond Ghulistan's borders into Walstania.

Pressing beyond the Grunwald Forest (a thickly-forested dividing line between the two provinces) the Grand Arbiter's troops engaged the WLF's forces in their homeland. After a series of pitched battles, the Ghulistani captured the Count Leto Stahl, the primary instigator of the Walstanian uprising. Only a few of his people were spared, and surprisingly, Leto Stahl remains a prisoner of war in Drach's Landing, the former capital of Walstania. Remnants of the WLF fled to the Horn of Walstania.

Even after the official declaration of peace with the Walstanians, the genocide hasn't stopped. Some Ghulistani balk at these practices, seeing the blood war between their two nations as futile and evil. Detractors are quickly silenced, however, while some Ghulistani have been known to disappear and never return. The dented helmets that pave the road into the city of Ghulistan speaks of the unflinching hatred the Grand Arbiter has for Walstania.

THE ENEMY BEYOND

From the depths of the ancient forests of Ghulistan arises joyless dirges and haunting voices. Occupying the black-tinged Grunwald Forest are a mysterious, rangy people called the Nameless. Legends have told of strange, animalistic tribes of people who predate even the Farasemi slave masters of Goth Moran. The Nameless have lost all sense of their humanity, 'gifted' by their animalistic god to wear the skins of men, but are in fact half-demons. It is spoken that they have violet eyes which can see through

the murk of night, and that they speak in hisses, for their tongues are splayed like a snake.

The Nameless have also been called the Carbaen, so named for the petrified forests they call their home. Worshipping an aspect of a Daemon lord called the Poisoned Cradle, they bear wooden masks as a token of esteem and prestige. To see one of the Carbaen 'unburdened' with their mask is to invite danger, for their gaze can turn the most resolute of men's innards to jelly. Terrible poisons are reputedly used to grow their numbers, for the Carbaen are unable to bear children. According to stories, should one fall to the ill blackness of their poisoned weapons, they can cause a man to 'shrug off' their soul and become one of the Nameless.

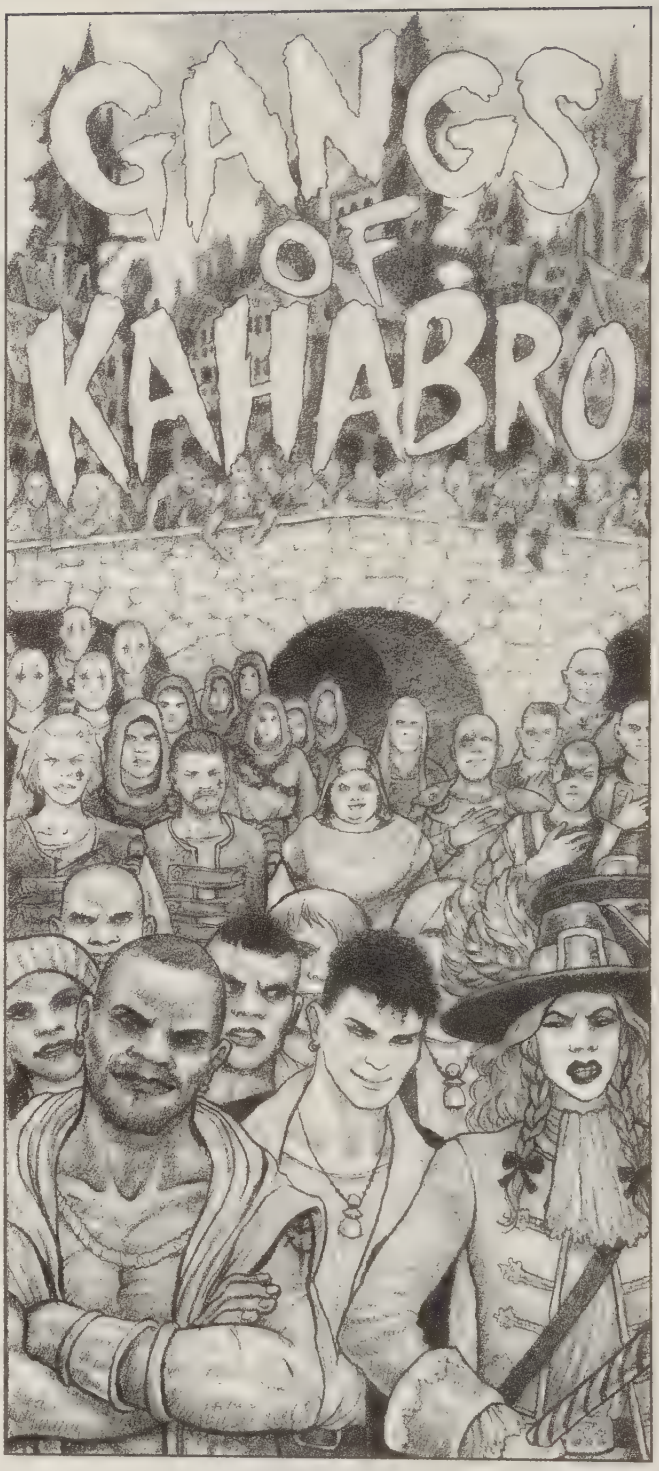
Regardless of the tales – if any of them are in fact true – the Nameless are treated with close superstition and are a subject of fear throughout Goth Moran.

ADVENTURE IDEAS

A FEW GOOD MEN: The WLF has begun to recruit once more. Rumor has it that Count Leto is being transported from the internment camp in Drach's Landing to deeper territory within Ghulistan. The WLF spy network has indeed confirmed a high-valued target is being transported into Walstania, but it's unlikely to be the Count. Furthermore, the Ghulistani aren't transporting the prisoner, but rather the Black Knights of Aglador are.

BRIDGE OVER THE RIVER BASQUE: In nearby Swanzi, two minor Old Believer houses are squabbling over taxes on river traffic. Given that each of the noblemen in question owns one half of a massive drawbridge over the Basque River, boatmen are unsure who to pay in order to pass. The drawbridge is down, river traffic is backing up quickly and Ghulistani troops are reputedly being sent in by Overseer Alphonse to put both men down before the matter escalates. Are you willing to negotiate a truce yourselves?

DARKNESS FALLS: A waterside coaching station called Lloyd's Beacon is known for its sizable rooms, comfortable beds and tasty eel pie. Positioned just a few miles before the river turns into the Cataracts, a waterfall of great proportion, the station is a place where many goods are offloaded onto carts to head into both Walstanian and Ghulistani provinces. However, Grunwald Forest surrounds it on both sides. Strange, red-fletched arrows have been seen shivering against the trees. Old Lloyd, housekeep of the Beacon, speaks that the Nameless haunt the mist-laden woods and have become more aggressive since the WLF has taken up in nearby ruins.



GANGS OF KAHABRO

The great city of Kahabro, often called the City of Lights, is a fog-laden metropolis of considerable size. Occupying a river delta where the mighty Carnahk River spills forth into the sea of Gehennum Depths, Kahabro is by far the largest city on the continent of Goth Moran. Its streets attract merchants and travelers of all stripe, from countries like northern Aglador, the twin emerald kingdoms of Dunbrude,

the Stark Vaasa and even far-flung Ancient Zahara. Like a layer cake, the City of Lights is a labyrinth, built upon another city and built upon ruins much older than most remember. Established in the First Age by the mysterious Chaldean ziggurat-builders, Kahabro's first settlement was wiped out by a massive deluge as the Carnahk swelled. In the Second Age, the Farasemi League occupied the ruins and raised it up to be the foremost port in Goth Moran, dubbed the Old City. And finally, after the rise of the Gothric slaves against the Farasemi slave masters, the Third Age saw Kahabro grow to such great proportions, it broke off on its own from Goth Moran. The New City was founded and the Old City left to flounder, split in half through a history of violent uprising.

There is no doubt that Kahabro is the most prosperous of cities in the known world. The great Carnahk River splits the Old City and New City in twain, as both river-going and sea-worthy ships dock and leave its ports. However, unlike its namesake would imply, it is no shining jewel. The Carnahk is the lifeblood of Goth Moran, and where there are highways, there are highwaymen. Perched like a wastrel across a rocky outcropping, Kahabro is positioned to take advantage of every traveler it can by imposition of tax, graft and theft. To call Kahabro a dynamic place is a vast understatement. It has its own identity, despite being a melting pot of cultures and Ancestries. You see, Kahabro lays within the bounds of a fallen theocracy. After the dissolution of the dynastic Fifth House, Kahabro was unfettered entirely from the princes' reign. Having long extolled their supremacy, the Kahabrans took it upon themselves to break away from Goth Moran entirely. While Goth Moran's provinces break off like a great melting glacier, Kahabro grows stronger, but not without some upset. Mimicking the fallen dynasty, they elected merchant-princes from their own. Yet, uncertainty grips the city. Political infighting has left Kahabro without a strong leader. Promoting chaos in the streets, its people grow desperate. And where there's desperation, there's opportunity.

Kahabro is a melting pot of people and of interests. Within eleven districts in the city, all 41 boroughs teem with activity. However, none of these districts are as important as the Kingsrow District of the Old City. Unlike the walled gardens of the New City, Kingsrow bustles with activity both above and below the streets. Splitting Kingsrow District in twain is Lamplighter's Way. All traffic in and out of Kingsrow makes its way down this cobbled thoroughfare. Lamplighter's Way is to Kahabro in the same sense that the Carnahk River is to all of Goth Moran; those who controls Lamplighter's Way have their hand in nearly every pie baked or brought into the city. In essence, the fight for Kingsrow District is the fight for Lamplighter's Way. And in that, six distinct gangs jockey for control.

THE ENEMY WITHIN

Most prominent of Kingsrow District gangs is Bad Company. Lead by a Chaldean named Cyrus, they control over 19 boroughs in Kahabro. Bad Company gang members are unmistakable in a crowd, for they dress in robes worn open rather than closed and require their members to have ebony skin or shared ancestry with the Chaldeans. Over many years, they fought a hard scrabble war to become the top gang. Losing nearly everything they held precious, Cyrus led them to the top of the heap. Proclaiming himself 'King' Cyrus, no other gang commands the level of respect or street 'cred that Bad Company has earned.

From a borough called Slattern Row, the notorious Pawns of Kingsrow rule. Perhaps the most numerous of the gangs in Kahabro, they wear pawn pieces affixed to a necklace, with distinctive metal gaiters over their legs. Their leader – a blustering, hairpiece-wearing demagogue named 'Bishop' – runs a citywide smuggling and prostitution ring from a vegetable market called Turnip Tower. In the dying light of day, the minarets that adorn the market towers appear characteristically like purple phalluses; perhaps no great irony, given the Pawns' line of business. But to the Pawns, they just want to 'make Kahabro great again' through their illicit work.

In Oldpool Landing, the Oldpool Bravos are recognized as business makers and breakers. A borough known for ruinous rococo manor homes, the Oldpool Bravos are the daughters and sons of disenfranchised Gothric nobles. They mock the traditions of the old Farasemi slavemasters, wearing outlandish costumes, dye their mustachios and carry brightly- painted clubs. The Oldpool Bravos can usually be found at the Bridge of Fists, a place notorious for illegal street fighting near the twin taverns of Pink Olyphant and Blue Bard. Lead by a blacksmith-cum-pugilist named 'Rest in Pieces' (affectionaly called R.I.P.), he uses threats and brute force to rally new Bravos to the ranks. Divided between

bluebloods – captains of a sort, *cutters* – street enforcers and *berks* – their rank and file – the Oldpool Bravos will stop at nothing to enhance their recruitment campaign.

The ringing of hammers in the Anvil borough is not the only sound you'll hear in the streets. The clanking of chains from Sons of the Carnahk rattle from every street corner. Seeing themselves as doomsayers and rough trade clergymen, they tether all manner of chains to denote their loyalty to a mortal man named 'Saint Pious'. Viewing Pious as the God-Emperor reborn within Kingsrow, the Sons execute his wishes with fanaticism and extreme discrimination.

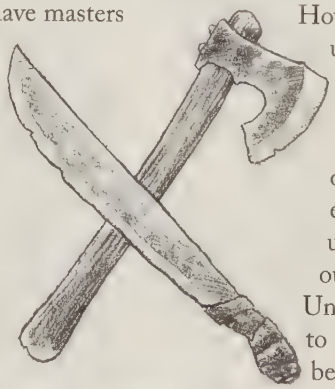
The notorious Nine Men rule Oldpool South borough. Staging their operations out of an abandoned debtor's prison, their leader is called 'The Gent'. He runs the most well-organized ring of assassins throughout the city. While their namesake implies there are only nine of them, it is believed their numbers are far greater. However, all go by a separate namesake to protect their true identities. Some of the more well-recognized members are Beggar-king, Collector, Faceless Man and The Bleeder.

From The Court borough, so hails the Betrothed. Led by a Border War veteran called 'The Captain', the Betrothed remove their ring finger as a promise of fealty to the gang. Their home turf is nestled near the ruins of a massive industrial complex called Foundry. Betrothed *youngbloods* seek nothing more than to make a name for themselves. Fashioning themselves as hired 'protagonists', they sell themselves to troubled businessmen put to the thumbscrew by other criminal syndicates. They like to fashion themselves as heroes in a sense, taking action against others who use extortion and blackmail to get rich off the back of earnest citizens.

A string of other gangs also call Kingsrow District their home, such as The Cabal, Sistermen, Beggars of the Bowl, The Professed and Southwall Janissaries. However, their numbers often quickly shift, rising and falling as they are either run off or killed by the six major gangs of Kahabro.

THE ENEMY WITHOUT

After the Fifth House drove out the Farasemi slave masters from Kahabro, remnants of their armies remained behind. Prince Victor Volgorr ordered his own personal troops to occupy the city in the name of the Gothric. In time, these forces would evolve into the Legate.



The Legate of today still retain their military roots, although their focus is less about patrolling the walls from threats beyond, but policing within. They are the judiciary arm of Kahabro, their coming heralded by the thumping of jackboots, shouldered arquebus and a characteristic iron star upon their breast. The role of the Legate combines those of a reeve, judge and executioner, thus avoiding situations where criminals can escape punishment through their barristers. The Legate try and sentence offenders on the spot. Although they serve at the merchant-princes pleasure and are loyal servants of either the elected *magistrate* of the Old or New City, they ultimately pay homage to the body politic of Kahabro. Every borough in the city is overseen by a single Legate *constable*, with a handful of *regulars* who patrol the streets. The Legate maintain at least one barrack in every borough, unmistakably visible on the horizon with a red star standard flying from its parapets. In total, there are over 29 barracks in the Old City, while the New City numbers but 12.

Without great surprise, the Legate are chiefly focused on policing Kingsrow District of the Old City. Gangs have run Kingsrow for generations, but never have they posed such a threat as they do today. With Lamplighter's Way up for grabs, the Legate have instituted a curfew for all citizens of the Old City. The truth is that the Legate are vastly outnumbered by gang members, nearly five to one. They have been waiting for the melting pot that is the Old City to boil over, as tensions are at their peak. Legate patrols have found themselves beaten and broken in the back alleys of Kingsrow, while several have been killed by the gangs. Magistrate Callum Killbride of the Old City has begun a massive recruiting campaign and the Legate has only recently opened up its ranks to non-Gothric ethnicities. If the Legate don't do something quick, they may lose control over Kingsrow District entirely.

THE ENEMY BEYOND

People new to the city begin to understand that the Kahabrans are occupied with not only what happens within its walls, but also beneath its streets. There is saying in Kahabro, 'as above, so below'. The last three ages have witnessed Kahabro's changing of hands, rulership passing from the Chaldeans, to the Farasemi and finally to the Gothric. And as the river has swelled first from a creek into a massive river flow, much of the Old City remains either below water or peaks up above the river at times. Vast underground networks of tunnels were built among these ruins by the Farasemi to channel waste from the city into the sea of Gehennum Depths. However, much of the ruinous city has been left untouched. This place is menacingly called The Understair.

The Understair is a reference to both the old escape tunnels used by the Gothric to escape the Farasemi slave masters and the under layer of the city. Indigent Walstanians, outcasts, cutthroats and more dwell in The Understair. However, their lairs are always close to the surface, as something darker still lingers below. A strange lot, called the *People Under*

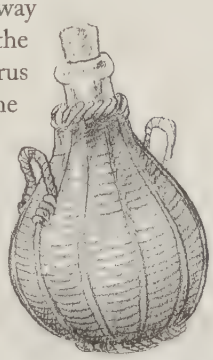
The Stairs, are said to live deeper in the lightless labyrinth. 'Live' within may be an inaccurate term, however, given that the People Under the Stair are unmistakably the restless dead. Dwelling in the secret chambers and burial tombs of the Chaldean pyramid-builders, the dead continue to wander throughout the undercity. To what end they seek, no one knows. However, strange howling has been heard in the Lady's Well, one of the only recognizable means of ingress into The Understair. No one is willing to delve within, given the stories. However, some speak that it is not the dead in the bottom of the well, but in fact a massive sea creature who yearns to be fed. Superstitious fishermen pay tribute by throwing one of nine fish from their daily catch into the 'Well for it. Some even suggest that the Lady's Well is a portal into the endless pit of the Abyss, given the number of murders that have taken place in the borough that surrounds it.

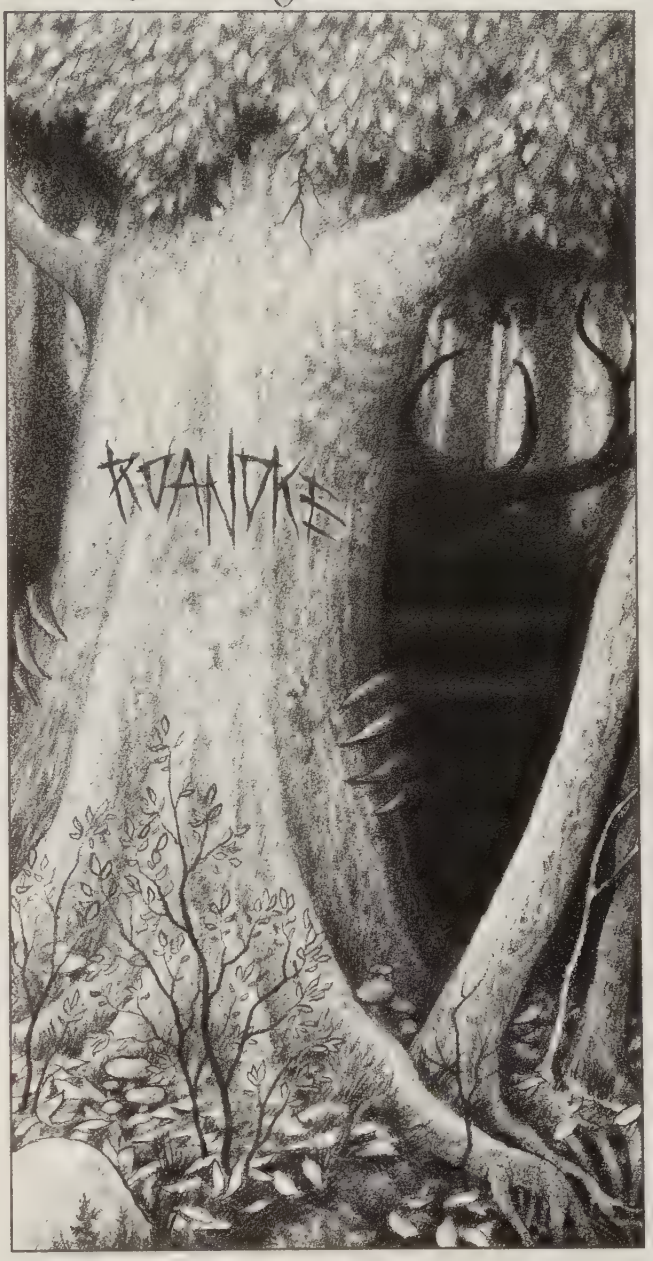
ADVENTURE IDEAS

DANCE OF THE DEAD: Morticians throughout the city have recently been outlawed from vivisecting bodies. In the wake of this, Vallens the Fourfinger, local scoundrel and fence, has decided to take upon a new business: grave robbery. He is seeking reliable gangers to enter The Understair to dig corpses out from below from their graves. Vallens only wants people who can keep their mouths shut… and those also willing to face whatever threats they may unearth below. Doubtlessly, the People Under The Stair may not appreciate robbers entering their demesne.

THEY ALL WANT YOU: Constable Albus Bernard of the Legate has begun a recruitment campaign in Oldpool Landing. He is looking for a few good blokes to help round out their numbers. His new elite unit, called the *Redcloaks*, are notorious for their exacting application of the law and are reputedly the best-paid Legate in the city. With the threat of the Legate numbers growing, the Oldpool Bravos are gathering at the Bridge of Fists, hosting their own recruitment campaign. Carrington Whitehall, a Blueblood of the Oldpool Bravos, is sponsoring an unsanctioned footlist to find a few good Berks to fill their ranks.

WARRIORS, COME OUT AND PLAY: 'King' Cyrus has requested every gang to send nine unarmed delegates to the Written Wall, a decrepit memorial to those that died during the Oldpool Rebellion. There, he has promised a golden dawn for Kingsrow District: a way to conquer every remaining borough in the Old City by ending the turf wars. Cyrus is calling for a peace treaty between the gangs of Kingsrow to see this through. However, the Pawns of Kingsrow have something else entirely planned that the gangs don't know about – shoot Cyrus and frame the Character's gang for it!





LOST COLONY OF ROANOKE

The year is 1619 and the English have only just begun to settle the Americas. Although there have been several attempts to populate, failed Roanoke and the mysteries surrounding it cast doubt into the minds of would-be colonists. Frightened pilgrims speak of dark, unnatural things in the forests, as the threat of Native American onslaught overshadows even the most redoubtable of pioneers. At the center of this conflict lies Jamestown, the first successful settlement of the Virginia Company. Yet after nearly half a generation, what happened to the lost colony of Roanoke remains a mystery.

It is a time of uncertainty in Jamestown: the government is corrupt and uncertain, tensions run high with neighbors, and it seems more and more people die or disappear daily under mysterious circumstances. Colonialism is a new experiment for the English, and their last attempt did not bear fruit. Artisans are chomping at the bit to get rights for their craft, African slaves chafe under their new found enslavement, and half a world away Europe is ignited in the flames of war as the Thirty Years' War begins to smolder and spark. Colonists are strangers in a strange land, and it seems the land (and the other colonists) are out to get them.

Though this seed is focused on Jamestown, it could easily be transferred to any number of colonial cities. For example, the colony of Pensacola, founded roughly 50 years earlier, underwent similar problems to Roanoke and was actually wiped off the map due to a massive hurricane. Colonialism is an odd event in history and often a regrettable one, but the terror and hubris it spawns is a perfect fodder for grim & perilous gaming.

THE ENEMY WITHIN

Within Jamestown, a new experimental form of government has but recently been founded. Called the House of Burgesses, this legislative body was established by the Virginia Company in order to tempt settlers to come to the New World and serve as a manner of addressing colonial concerns with the Native Americans. Their goals are to make living easier, to keep the faith of the English crown alive and to ensure the Virginia Company's assets remain solid. However, like most things this is only wishful thinking as the reality is much, *much* worse.

The representatives of the House of Burgesses are often either wealthy Burghers or the nascent Aristocrat from the Virginia Company. They play favorites easily with each other – electing friends to council seats, pressing harshly against Native Americans and exploit the countless indentured servants and African slaves. Further, divisions continue to widen in the House between the Burghers who felt they should own the land they work on and Aristocrats who feel it is theirs by birthright. The Governor is an apathetic figurehead, mostly lounging in his rich estate as the colony suffers from within from crop shortages, disease and Native American raids on the outlying settlements. Not to mention voting rights are currently only for German and English settlers, with Polish and Slovaks being unable to vote.

As vile and regrettable as it is, Jamestown was one of the first English settlements to see the widespread use of African slavery. This 'peculiar institution' really began in this town – this year saw the first shipment of around 50 slaves aboard a Portuguese slaving vessel. People are still unaware of the impact of slavery – in fact, most slaves are treated mainly as just Lowborn, instead of being outright outcasts. Still, there are tensions between the Africans and their captors – the language and culture barrier is massive, and the actual aspect of slavery is of course a blight. Native Americans are also using this knowledge against the settlers, trying to recruit Africans to join their cause out of sympathy.

THE ENEMY WITHOUT

Jamestown and the colony of Virginia in general is surrounded on all sides by sometimes rivals, sometimes friends. The most obvious and constant threat is the remnant Powhatan Confederacy – a collection of loosely-aligned Native American tribes that struggle to bring back together their alliance. Historically, the Powhatan Confederacy is most famous for birthing Pocahontas, a story many readers may be aware of. Natives are severely restricted in their ability to move within Tidewater Virginia, as the government enforces strict border patrol and forces them to pay English tribute yearly.

Tribesmen of the Powhatan Confederacy regularly attack outlying settlements near Jamestown, steal cattle and other livestock, as well as burn tobacco fields. Within the Confederacy, however, there are friendlier tribes as well (such as the Pamunkey, Mattaponi and Kiskiack), but many settlers either fail or refuse to see the difference. Some tribal leaders wish to once again reunite the confederacy and clear Virginia of the 'white man' for good, as more and more intertribal meetings are taking place to wipe out the entirety of Jamestown.

The other pressure is a colonial one. Both Spain and France have long been rivals of England and their massive colonies lick at the heels of Virginia and Jamestown. Though open aggression is rare, they threaten Jamestown with small raids conducted by the colonists of those two nations. Many also have much better relations with the Native Americans, often lending them weapons, food and shelter in return for force proxy raids on the English. This has obviously lead to

reduced food supplies and sometimes even temporary stops in Jamestown's lucrative glass manufacturing.

Finally, the land around Jamestown is still wild and untamed. Deep marshes, soaring mountains and dark woods surround the colony on all sides, and within live beasts of all stripes. Bears, mountain lions, eagles, poisonous plant life, disease ridden insects, sharks and even the odd crocodilian all do not appreciate the settlers to this new land either. Not to mention these beasts dwell near much needed natural resources and the Natives' culture of preserving animal life leaves no safe option if the colony wants to thrive and expand.

THE ENEMY BEYOND

Nearly thirty years ago, the attempted first colony of the English – known as Roanoke – disappeared suddenly off the face of the map. Investigations have been mounted by various people, notably John Smith who reported that Powhatan – the chief of the Powhatan Confederacy – personally launched the raid to slaughter the colonials himself. Investigations have turned up scant evidence of this theory, however.

The woods, salt marshes and mountains of Virginia have always been dangerous places, but pioneers who dwell near Roanoke and surrounding areas have gone missing in larger numbers as of late. Settlers are quick to blame the Natives. Should you ask the shaman of the Powhatan tribes, they speak of a dire evil. Called Manitou, this term is used by many tribes to describe diabolical spiritual beings and essences of the land that live beyond this one. They are seen as gods in some senses, demons in others. Manitou are said to dwell upon the periphery of the world within a place called Croatoan. Natives fear that the Manitou are forming in great numbers since the settlers began growing in Jamestown. The last time the Powhatan tribes sensed this, Roanoke was wiped off the map.

Roanoke Island remains a great mystery. Curious settlers and adventurers have led forays into the marshes that surround the so-called 'Lost Colony', but rare few return. Most die of drowning, curiously – much like the founder of the Roanoke enterprise Sir Humphrey Gilbert. Those who do, report strange spirits haunting the island, with unearthly songs heard upon the wind at dark. Reaching the island in itself has even been proven a massive task, with Samuel Mace being the last to lead an expedition there. He simply failed. Who and what dwells within Roanoke is unknown, and people simply do not have the wherewithal or guts to investigate any further, chalking it up to supernatural events mankind is simply not meant to know. Others look towards the churning sea and whisper of demoniac beings living underneath the waves.

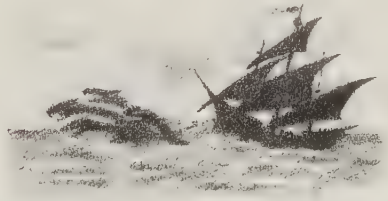
Aside from the Manitou, there is another dark secret to Jamestown, one that occurred during the Starving Time. In 1610, a third supply ship was stranded in Bermuda during a storm, where the crew spent nine months building new ships. The colony had a particularly bad crop harvest, and so their supplies were low and they were forced to starve – nearly 120 settlers died during that cruel time. The ones who survived speak in hushed tones about the terrible things they had to do in order to live, including turning their knives on their fellow man. This cannibalism has obviously been hidden from the House of Burgess and newer settlers, but the older colonists sit and worry about vengeful spirits of those they were forced to devour nearly a decade ago.

ADVENTURE IDEAS

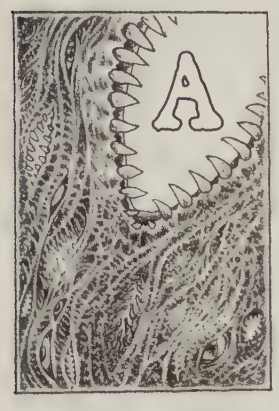
GHOSTS OF ROANOKE: A group of children declaring themselves ghost hunters have run away from Jamestown into the old ruins of Roanoke, aiming to investigate the presence of spirits and what happened to the town. This happened a week ago and the children still have not returned. Their parents are worried that they were attacked by wildlife or maybe Powhatans, but a few others whisper that maybe the Manitou have got them.

HIDDEN SHAME: The local Harrison family, a lineage that descends from a long-line of fisherman, have recently had a child. However, the child has not been physically seen by anyone since the birth roughly four months ago. Further, the Harrison's shed on their fishing dock is said to release terrible noises and smells in the middle of the night, and the Harrison patriarch is sometimes seen carrying giant buckets of fish into the shed and then leaving. Governor Thomas Gates is becoming quite concerned about this and asks the party to intervene.

THE SILENT CREW: The port of Jamestown has just come under a blockade by a small fleet of Spanish privateers, making it hard for the colonists to get supplies. The biggest threat, however, is the fleet's admiral – Pedro Cortez, who was rumored to have gone down with his first ship but somehow survived, though not without a deathly pallor. The crew of his ship, the *Padre de Dios*, are all silent – their tongues cut out to best obscure the telling of their numerous crimes.



BESTIARY



A multitude of creatures inhabits every grim & perilous world. Mundane and strange animals roam the wilds, preying upon the weak and charging down those who'd threaten their pack. Hibernating aberrant beasts awaken from their slumber momentarily, to feed, spread havoc and sow fear. Brigands, madmen and witch hunters prowl the countryside to pursue or enforce their own twisted ideologies. Horribly misshapen folk, victims of disease and throngs of mutated creatures lurk at the periphery of civilization. Strange whispers haunt bone-littered lich yards and abandoned villages, where disembodied spirits wander aimlessly between here and the afterlife. And deep within the endless pit of the Abyss, monstrous fiends of super-intelligence and craftiness await their earthly machinations to come to fruition.

This chapter details monsters and other creatures you can pit against the PCs during their adventures. Like **Chapter 11: Game Mastery**, the Bestiary is reserved for use by the GM only.

CLASSIFICATIONS

There are six total *classifications* of creatures: **Abyssal, Animal, Beast, Humanoid, Mutant** and **Supernatural**. Nested under each classification are *families* of creatures, followed by the *type* of creature it is.

NAME & DESCRIPTION

Every creature possesses a proper name. The entry further describes the general ecology, behaviors and place the creature occupies in the world. These represent both common and scholarly views on each of the creatures, touching upon any eccentricities and predilections they possess. Although most descriptions have been drawn from mythology and given a unique spin, feel free to change these assumptions (and the creature's name) as desired.

CREATURE PROFILE

Every creature entry has been tightened to communicate information you may need on hand to effectively play each creature. Each of the elements below are combined together into a table, making up its Creature Profile.

CREATURE SIZE

A creature's size will determine how many Fury Dice to roll when modifying Damage in the Attack Profile. Further details are covered in .

- **Small** don't add Fury Dice
- **Normal** rolls 1D6 Fury Die
- **Large** rolls 2D6 Fury Dice
- **Huge** rolls 3D6 Fury Dice

PRIMARY ATTRIBUTES: Primary Attributes covers the basics of each creature. The abbreviation for each Primary Attribute follows in parentheses:

- Combat (C)
- Brawn (B)
- Agility (A)
- Perception (P)
- Intelligence (I)
- Willpower (W)
- Fellowship (F)

You'll also note that the Primary Attribute Bonus is referred to in brackets, following the percentage value **(e.g. 45% [7])**.

SECONDARY ATTRIBUTES: As with Primary Attributes, a creature's Secondary Attributes are calculated in the same fashion as they are on the Character sheet. However, we've already done the math for you. This means that Traits and Trappings have already been factored into these numbers for you. Secondary Attributes have been abbreviated in the following manner:

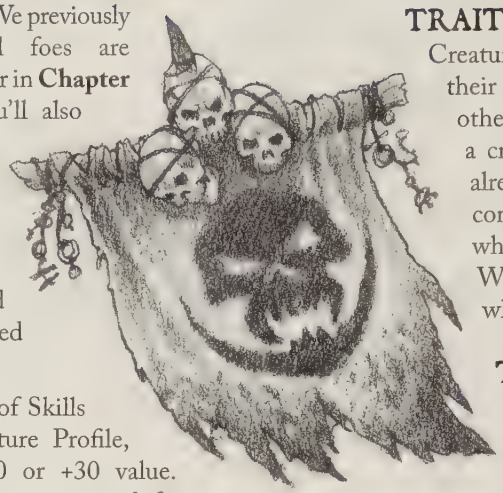
- Initiative (Int)
- Movement (Mov)

A creature's Movement rate is the number of yards it can move in combat. If a creature has the ability to fly, it is enumerated after it **(e.g. 13/16 fly)**.

- Damage Threshold (DTh)
- Peril Threshold (PTh)
- Parry (Par)
- Dodge (Dod)

Should any Qualities or other factors figure into the Dodge or Parry value, they'll be followed by parentheses. For instance, a creature may have **Dodge: 50% (Natural)**. This indicates that the Natural Quality has already been calculated into the creature's chances to Dodge. Note that most non-humanoid creatures don't have Dodge or Parry values, but feel free to substitute them in where needed.

RISK FACTOR (RFa); We previously spoke about how all foes are categorized by Risk Factor in **Chapter 11: Game Mastery**. You'll also note that creatures are distinguished by its Notch, which helps you better understand how these creatures fare in a fight. Risk Factor and Notches are explicitly used for building encounters.



SKILL RANKS: A set of Skills is listed after the Creature Profile, followed by a +10, +20 or +30 value. Although they have been accounted for in the Attack Profile, should you need to conduct a Skill Test, you'll add the value of the Primary Attribute and the value after the Skill as you would for a Character. For instance, if a creature's Agility is 50% and it has a Skulduggery of +30%, the creature has a Base Chance of 80% (50%+30%). In cases where a creature doesn't have any Skill Ranks in a Primary Attribute, you'll see the entry given as **None**.

ATTACK PROFILE

This includes all calculations from the entry, so you have a reference point when using it in combat. Additional details include the following:

MELEE & RANGED WEAPONS: The Attack Profile begins first with any melee or ranged weapons a creature may possess. Following the proper name of the weapon is the Base Chance of success to use the weapon (before Difficulty Rating is factored in).

DISTANCE & LOAD: Although not all creatures have both melee and ranged weapons, you'll note that the listing for Distance includes whether it is a melee or ranged attack. Distance always includes the Short Distance listing for ranged weapons, such as **(ranged 8 yards)**. Any APs needed to be spent to load have also been included, such as **Load (1 AP)**.

DAMAGE & QUALITIES: Total Damage has already been calculated for you, along with any particular Qualities a creature's weapons may possess. However, some Damage may indicate **Special** or **None**. In these cases, you will need to refer to the creature's Traits to better understand what occurs in place of standard Damage.

TRAITS

Creatures possess a number of Traits which can affect their general abilities, influence their weaknesses or other non-combat behaviors. Any Traits which change a creature's Creature Profile and Attack Profile have already been factored in. However, Traits may also communicate additional abilities you'll reference when running the creature in and outside of combat. When using creatures, feel free to ignore some Traits while honoring others.

TRAPPINGS

This section outlines the suggested equipment that these creatures carry upon them. Armor and weapons have already been accounted for in the mechanics above. If a creature has no trappings, it will be indicated as **None**. You may also wish to give them other treasures and coins, which are spoken about towards the end of this chapter.

SUPERSTITION & KNOWLEDGE

Naturally, you may wish to keep information about a creature's habitat and general disposition secret from the players. Should Characters seek to learn about creatures, it would require a successful Folklore Test to understand the superstitions surrounding them and perhaps their common name. For instance, a creature of ancient might – the Nephilim – may simply be called a 'frost giant' by the unwashed masses or the 'Jotunn' among northern wastelanders. A successful Education Test would give Characters a more scholarly view, with hints as to the origin of such creatures, their place in the world's taxonomical hierarchy and their proper name. In the case of the Nephilim, for instance, it may lend information such as the Nephilim fear Ogres, because ancestors of the Ogres tore down their sky castles. A Critically Succeeded Test, however, would grant information on any weaknesses the creature possesses. In the instance above, it may reveal to the scholar that the Nephilim are prone to rages when they suffer an Injury (such as with the Trait of Unruly).

ABYSSAL

FOMORIAN

Ogres used to live within a massive, tribal kingdom that spread across thousands of miles of plains and steppes. They fought, ate and bred while relatively unbothered by outsiders. However, centuries ago, a massive catastrophe rendered the land barren. Some say a fallen star lay waste to their lands, while others say it was done by a terrible weapon created by Ogre warlocks to fight a war backfired with disastrous consequences. No matter the cause, the surviving Ogres fled in a mass exodus – which resulted in the Ogre's current status as wandering nomads.

But not every Ogre fled, too stubborn to leave their lands they had spent generations upon. As they lay dying of starvation and gross mutation, their kind was almost eradicated until a mysterious Daemon known as the Witch-Queen came to their ruined cities. She offered the Ogres a bargain – she would provide them with food, water and shelter as long as they served her. The remaining frail lords consented without much deliberation. What they failed to ask was how the Witch-Queen planned for them to serve her. She offered the Ogres feast after feast of delectable, demon-harvested kelp; damning and full of raw energy. As they ate, the Ogres began to mutate horribly – their eyes fused into a singular, cyclopean orb; their skin became pale and tough, if cancer-ridden; and they sprouted finned tails from their hindquarters, as gills split open on their necks. When the deed was done, the Witch-Queen vanished without a trace – perhaps just a capricious act of cruelty or the transformation was enough use to her in the first place. Regardless, these surviving Ogres mutated into the now-cruel Fomorian.

Fomorian are spiteful and angry, having been forced to retreat to the seas to survive, only able to venture out at night as the sun burns their putrid skin. They raid coastal and swamp communities, only stopping when the villages admit defeat and begin to offer the Fomori tribute, often in the form of slaves and coin. The Fomorian take their largesse and toss it into the sea in an elaborate ritual. Not long after, a steaming pile of Abyssal-infused kelp washes on their shores – the only food they can consume without sickening. Their cities are carved coral shoals, grotesque and non-Euclidean in shape, with passages that switch between submerged and aerated chambers. Fomori society is strictly divided: at the bottom are the Thralls, laborers who exist really only to toil. Above them are the Huscarls, a caste of soldier-lords who marshal under the bastardized banners of long-lost Ogre tribes. Finally, above them are the mysterious Crones who command the covens of Fomori Thralls and Huscarls. As the chosen of the Witch-Queen, they are arcane scholars that guide the coven in worship of their creator, hoping that this will bring them more flesh.

FOMORI CRONE

FOMORIAN

Crones are the direct descendants of Ogres who ate the largest portion of the mutating kelp offered by the Witch-Queen. This caused their bodies and bloodlines to mutate beyond that of other Ogres and into the massive Crones. Absurdly tall, their entire lower bodies are replaced by massive, sucker-covered tentacles, their jaws and heads extending out eel-like, their bodies lined with bioluminescent lights similar to an anglerfish. Crones dwell inside massive chthonic pits or off the deepest ends of coastal shelves, from where they rarely leave or indeed venture above water. The only occasions when they do leave are to support the war bands of Thralls and Huscarls they send out to attack the races on land. The Huscarls usually lead these bands, but as leaders of covens – the general organization of the Fomori – Crones will go to any lengths to achieve victory. Crones only communicate with them via psychic communication and indeed, some say that Crones are just the sea serpents and krakens of ancient legend, given the power of telepathy and control over the Fomorian host.

From their deep pits and waters, Crones direct their covens with almost maniacal instinct. Perhaps they are wise, or maybe their thought processes are so alien as to be seemingly mindless. They also possess an instinctual understanding of Magick and in addition to any lore they know, they can summon a hazy mist that can envelop a countryside in minutes. This mist is a boon to other Fomori, as it allows them to stalk during the day without fear of injury from the sun.

The origin and purpose of the Crone remains a mystery, even to their Fomorian followers. What is certain is that Crones are highly dangerous and destructive, consumed with a rage and frustration that leaves armies drowned, ships ravaged and the Fomori with bellies full of meat.

FOMORI CRONE

SIZE: Large

C	B	A	P	I	W	F
55% [7]	50% [6]	50% [7]	50% [7]	50% [5]	50% [10]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+13	10	10 (16/22/28)	13 (19/25/31)	80%	60% (Natural)	Elite (Unique)

Alchemy +30, Disguise +30, Eavesdrop +20, Folklore +30, Guile +30, Handle Animal +10, Incantation +30, Simple Melee +30, Survival +30, Toughness +20

ATTACK PROFILE

Acidic Spittle: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (Special) • None

Sacrificial Knife: 85% • Distance (melee engaged or 1 yard) • Damage (7) • Fast, Reach, Vicious

Lashing Tail: 85% • Distance (melee engaged) • Damage (6) • Pummeling, Punishing, Slow

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ACIDIC SPITTLE: These creatures can use their saliva as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

ENVELOPING FOG: These creatures can summon fog anywhere in sight. Those caught in an Explosion Template area of effect must flip the results to fail the following tests, until they escape: Leadership, Martial Ranged, Resolve and Simple Ranged. Fomorian are immune to its effects.

FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

GROSSLY PARANOID: These creatures have factored in +3 to their Initiative.

NATURAL ARMOR (4): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

NEVER SAY DIE: When these creatures are Grievously Wounded, add 3 to their Damage Threshold.

OCCULT MASTERY: When this creature Channels Power and succeeds at their Skill Test, they Critically Succeed instead.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Loose robes, Rune stones, Reagents appropriate for Magicks (9), Sacrificial knife

FOMORI HUSCARL

FOMORIAN

The cruel Huscarls are more crustacean-like than the lesser Thralls. Their skin is rigid and plated, with barnacles and starfish clinging to their bodies; their arms end in massive, briny claws; their legs consist of six spindly, yet powerful segmented limbs; and their jaws are a distended mass of mandibles and mouthparts. Huscarls serve as military commanders and nobles, both advising the Crones and leading small squadrons of other Fomori, usually no larger than thirty in number. They carry the flame of the old Ogre kingdoms, naming their squads after lost tribes such as 'Irongut' and 'Blackteeth', but essentially this is a tradition without meaning whatsoever. Huscarls are great strategists and warriors, but terrible diplomats – their frequent bloody rages leave any pact making with landlubbers an impossibility. Their pride is also immense and there is constant infighting among Huscarls to prove who is the coven's worthiest Huscarl.

Huscarls are powerful and intimidating, but they do have a weakness. Roughly once every six years, a Huscarl outgrows their carapace shell and must shed it. During this time, they are extremely vulnerable since their new armor has not fully hardened and the actual process is long and tiring. This is when rival Huscarls strike, so a weakened Huscarl will place the Thralls under his command on 'molt duty' in order to guard against assassination. When the Huscarls emerge however, their armor is tougher and their claws even more massive. Since Fomorian are extremely long-lived, Huscarls have to go through this process an average of a hundred times before their natural death.

FOMORI HUSCARL

SIZE: Large

C	B	A	P	I	W	F
50% [7]	45% [7]	40% [4]	45% [5]	35% [3]	40% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	12 (18/24/30)	8 (14/20/26)	80%	50% (Natural)	Intermediate (Medium)

Intimidate +20, Interrogation +10, Martial Melee +20, Martial Ranged +20, Resolve +20, Ride +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Warfare +20

ATTACK PROFILE

Zweihänder: 70% – Distance (melee engaged or 1 yard) • Damage (7) • Punishing, Reach, Slow

Lashing Tail: 60% • Distance (melee engaged) • Damage (7) • Pummeling, Punishing, Slow

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

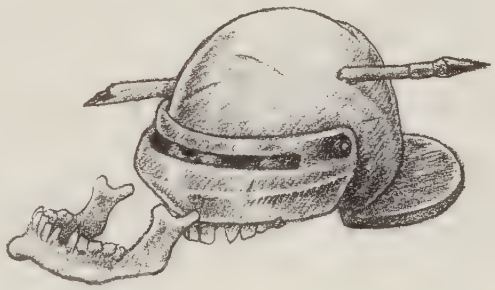
FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

TRAPPINGS

Metal shield, War trophies (3), Zweihänder



FOMORI THRALL

FOMORIAN

Thralls know nothing but toil – their work is varied and horrid, from serving as butchers and carving the Fomorian's native caves to fighting constant wars with the land-dwelling races and being the object of cruel games by their Huscarl masters. Their putrid green skin is rough and scaly and their heads have a definite batrachian cast to them. By far the smallest of the Fomorian, they still tower over most land-born humanoids. They cannot survive long away from the water, but they often venture ashore, moving in more of a floundering flop than walking, to make terrible pacts with coastal villages and to collect tribute. Unlike other Fomori, Thralls are not sterile, but they cannot mate with each other. Instead, they must mate with humanoid females, any children being born at first appearing as normal. At some point during their lives, these children will answer the call of the sea and mutate into a Fomori Thrall. This foul breeding is often included as part of the tribute for the pact.

When not laboring, Thralls spend their time basking at their glory of their Crone or fighting battles against the many despised enemies of Fomori, armed with slings and salt-eaten nets. Fomori have a strange animosity for the Fey – the Fey care little for them, but the Fomori will focus their ire on the Fey if they can. Thralls are neither smart nor great strategists – both are left for the Huscarls to do – they just launch themselves forward like tidal waves, which is usually more than enough to rattle foundations and leave hundreds dead.

FOMORI THRALL

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	35% [3]	40% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	10	6 (12/18/)	8 (14/20/26)	55%	70% (Natural)	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Intimidate +10, Resolve +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10

ATTACK PROFILE

Shiv: 55% • Distance (melee engaged) • Damage (4) • Fast, Weak

Shepherd's Sling: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Fast, Throwing, Weak

Lashing Tail: 55% • Distance (melee engaged) • Damage (4) • Pummeling, Punishing, Slow

TRAITS

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

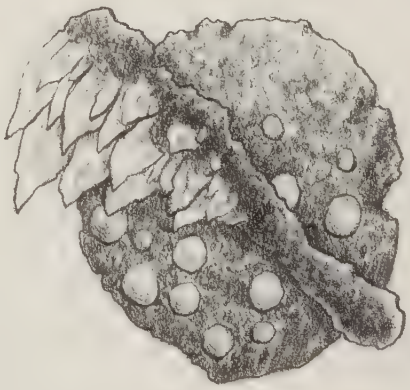
FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.

TRAPPINGS

Dirk, Shepherd's sling, Sling stones (9)



HIGHER DEMONS

All Demons are violent by nature, for they consist of nothing more than pure, elemental chaos and destruction. Their random nature deems that some will be born thousands of times more powerful than others, a sort of unnatural, insane hyper-evolution. Such Lesser Demons possess power leagues above anything their lesser brethren could ever accomplish and through murder or cunning it will ascend, both literally and figuratively, through Abyssal layers until it reaches the hellishly unholy paradises where the truly powerful of their kind rule. Of course the Abyssal Princes have been watching their murderously Machiavellian progress and to such Lesser Demons they grant terrible size and powers as newly elevated Higher Demons.

Higher Demons are an entirely different beast to Lower Demons. While a petty sorcerer could stand at least a chance of controlling a Lower Demon, the Higher Demons are like that unto living gods: treated as dukes of the Abyss. In fact, there are cults that directly worship a Higher Demon as a demigod due to their immense devilish charisma and strength of power they can grant, rather than one of the Abyssal princes. If the Abyssal Princes have entities akin to avatars, it is Higher Demons, for they are personally commanded by their sponsoring Princes and summoned to combat the worst threats against the Abyss. All are intelligent and conniving beyond words, having gained counsel with the Princes and understand the truth of their infernal plan. They always tower several dozens of feet high and all but crackle with Magickal energies and potency. In ancient times, entire armies have thrown their weight at a Higher Demon, only to be scattered like a child's building blocks and eviscerated like sickly cattle.

Summoning a Higher Demon by ritual is far more difficult than summoning a Lower Demon. Higher Demons have sometimes existed for millennia, having hundreds of names and titles that could be confused for their True Name. Their actual True Name is often hidden in strongly guarded vaults or deep in the most fetid of wildernesses, a quest to find even just a false name being a deed worthy of song and story. While a Lower Demon can be summoned rather quietly – given you have a stern mind and reagents – a Higher Demon makes its presence known once brought to the Material Realm. Depending on their sponsored Prince, they can initiate blight, debauched sex or murder for miles around as they rip through the Veil. Their physical presence pollutes water, causes blood to fall as rain and makes both the heavens and earth tremble.

Higher Demons lead hosts of Lower Demons into battle, are given their every desire and are recognized by their lords. They only have one jealousy and that is of the Dread Counts. Those once-mortal pretenders are treated like spoiled children by the Abyssal Princes, when Higher Demons are by all accounts the **true** spawn of the Abyss. While it is true a Higher Demon is of the utmost 'divine form' in the Abyss, the existing ones know far too much about the earthly realm to be disposed of by the Princes. However, striking down a Dread Count would provoke great ire in the Abyssal Princes and they would cast the offending Higher Demon back into the depths of the endless pit, from where they would be forced to claw their way back up the Lower Demon ranks for millennia.

FOUL MUTATIONS

Given that creatures classified as Mutants and Abyssal have given themselves over to corruption, it is likely that they have several different Foul Mutations. While Traits cover the chances for random mutations, you can easily add any numbers of mutations to a creature in the Bestiary. Foul Mutations are treated like Taints of Chaos. For those that change the cosmetic make-up of a creature, there aren't any game-defining mechanics tied to them. However, it may influence the use of their Skills. For instance, should a creature have an odd skin color (such as with Brightly-Patterned Skin), it may be extraordinarily difficult for them to use Stealth to shadow a Character in a crowd. Similarly, a creature without a noggin' (such as with Seemingly Headless) may be immune to being Knocked Out!. Keep this in mind when you consider how a creature may act or decisions it makes during combat, and use your best judgement to adjudicate the rules in these situations.

ARCH CENOBITE

HIGHER DEMON

The Abyssal Prince of Pleasure is not to be trusted. His words may drip with honey and He makes grand promises, but He is by far the most selfish and narcissistic of the Princes. His Greater Demon embodies all these same values, providing so much pleasure it is painful and so much pain it is pleasurable.

Classified by demonologists as *Chaigidel*, which means 'confusion of the powers of the gods', Arch Cenobites ultimately blur the senses and cause witnesses to question what is reality and what is not. Arch Cenobites are mental manipulators, able to seduce and slow senses with just a glance. They move almost like water, felling all in their graceful and blasted wake. Arch Cenobites take great pleasure in the slaughter, but quickly become bored and distracted if new developments do not interest them. Arch Cenobites are obscenely beautiful, crossing over into 'uncanny valley' where their glory is so high they appear grossly unnatural. They are also pierced with all manner of weapons and stakes, their skin artfully flayed to provide pleasure and pain. An Arch Cenobite's body is divided in two, one side male and the other female. Four arms end either in wicked claws or boney, saw-toothed blades while their hoofed legs support sensual bodies bristling with muscle and breasts. Their heads are demonically angular, cresting in multiple horns and a terminating in a jagged maw with a barbed, serpentine tongue.

When an Arch Cenobite is drawn into the Material Realm, the area around it seems to warp and struggle with potential. Artists go mad, animals breed and maul their partners and even inanimate objects vibrate with near-explosive, Ætheric energy. Arch Cenobites are notoriously elusive in their mannerisms – they will try to seduce just as quickly as they try to kill. Emitting a soporific musk, their bodies undulate with a grotesque sensuality. These demons exude a presence that is almost like a drug – one that shows their victims things and feel sensations they could never feel outside the creature's presence. Their serpentine tongues are barbed like a cat-o-nine-tails, easily able to lash mortals and demons alike with Ætheric power.

ARCH CENOBITE — SIZE: Huge

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [8]	50% [5]	50% [5]	50% [8]	55% [10]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	11	13 (19/25/31)	11 (17/23/29)	70%	70%	Elite (Unique)

Awareness +30, Charm +30, Coordination +20, Education +30, Guile +30, Incantation +20, Interrogation +30, Intimidate +20, Leadership +30, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Penetrating Tongue: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Fast, Finesse, Reach, Vicious

Deplorable Claws: 70% • Distance (melee engaged) • Damage (8) • Fast, Finesse, Powerful, Vicious

TRAITS

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of their next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

GIFT OF DEVILS: These creatures ignore the Heavy Quality of armor to cast Magick.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

HYPNOTIC MUSK: Foes who stand within 9 yards of this creature cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests. In addition, foes who are Engaged with these creatures must successfully Resist using Toughness or be unable to add any Skill Ranks to Combat

and Willpower-based Skill Tests for a day.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

IMPLACABLE DEFENSE: When this creature's Turn begins, they gain 1 additional AP. However, they can only be used to Dodge and Parry.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

POSSESSION: These creatures can use *Skin Guest* from the Arcana of Sorcery without having to make an Incantation Test. In addition, they do not have to maintain Concentration.

POTENT BLOWS: When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.

TRAPPINGS

Chaos armor (as full plate armor with Castle-forged Quality), Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Infernal holy symbol, Reagents for all Magick spells (9)

BRASS PRIMARCH

HIGHER DEMON

When the Abyssal Prince of Violence wages war, He ensures that His closest generals are pure engines of destruction – bloody creatures who only desire to destroy all in their path and also have the capability of doing it.

Called Brass Primarchs, their order is classified by demonologists as *Golachab*, a word that means 'one adorned with fire'. Massive beasts of war and death, they radiate an unearthly heat, one that both ignites bodies and minds. Just being near a Brass Primarch incites violence, anger and hatred and this aura of menace is the only thing that can keep the normally-murderous Legion Demons functioning under any kind of leadership. Brass Primarchs have endless forms, but they are almost always bathed in oozing blood and carrying enormous and frightening weapons. They stink of burning flesh and sulfur, the air around them shimmering from their mere presence and the call of wild beasts echoing their every footstep. Brass Primarchs look the most like the classical idea of a demon: massive, black of skin, a bull-headed and horned visage, as well as possessing massive bat-like wings which sprout from iron-hard scaled shoulders.

Brass Primarchs bring violence and storms in their wake when they are summoned, causing brother to turn against brother and the sky to literally rain blood and ash. They are terrible to behold, leaving splashes of crimson mist and fields of dismembered bodies wherever they tread, with massive axes and whips dripping with gore. Brass Primarchs cannot bear to work with the demons of other Princes, as they find that they are no match for their infernal might. May the heavens forbid a Brass Primarch and a Light-Eater should ever encounter each other – a fight of such vitriol and power could easily level an entire city. It was once said the God-Emperor entered personal combat with a Brass Primarch

and the fight lasted for ten days and nights before the demon was struck down, the God-Emperor supposedly left in a coma for five months after the battle.

BRASS PRIMARCH

SIZE: Huge

C	B	A	P	I	W	F
55% [10]	50% [10]	50% [6]	50% [5]	50% [5]	50% [9]	50% [5]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	12/15 fly	16 (22/28/34)	12 (18/24/30)	85%	50%	Elite (Unique)

Awareness +30, Athletics +30, Guile +30, Incantation +10, Interrogation +30, Intimidate +30, Leadership +10, Martial Melee +30, Scrutinize +20, Simple Melee +30, Toughness +30, Warfare +20

ATTACK PROFILE

Demonic Axe: 85% • Distance (melee engaged) • Damage (11) • Adaptable, Punishing, Slow, Vicious
Whip of the Fallen: 85% • Distance (melee engaged or 1 yard) • Damage (Special) • Entangling, Ineffective, Powerful, Reach
Demonic Claws: 85% • Distance (melee engaged) • Damage (10) • Pummeling, Vicious, Slow

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.
BLOODLESS: These creatures cannot Bleed.
BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.
BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of their next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
DARK SENSE: These creatures can see in the dark.
DEMONIC AXE: When these creatures are encountered, they carry a battle axe infused with the souls of other demons. When they inflict an Injury, the foe is Slain! instead. This can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly disintegrated into ash, Slain!.
DEMONIC FRENZY: When this creature's Turn starts, roll 6D6 Chaos Dice. If at least three dice land on face '6', they enter a demonic Frenzy. While Frenzied, they can make up to three Melee Attacks during their Turn, costing 1 AP for each Melee Attack. In addition, they can make an Opportunity Attack at the end of a Charge. However, they cannot Counterspell, Dodge or Parry while in a frenzied state. Finally, their Frenzied state makes them more susceptible to harm, as foes add an additional 1D6 Fury Die to Damage when striking the creature.
FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
HOWL OF THE ABYSS: When these creatures successfully use a Litany of Hatred, affected foes must Resist with a Resolve Test or be made subject to Confusion. While Confused, they must roll 1D6 Chaos Die as their Turn starts. If the result is face '1', they lose 1 AP on this Turn. If the result is face '2', they lose 2 APs on this Turn. If the result is face '3', they elect to run in a random direction. If the result is face '4', they elect to attack the nearest ally. If the result is face '5', they do nothing. However, if the result is face '6', they are left Helpless. Once subject to one of these effects, they can attempt to Resist at the beginning of their Turn to shake it off. Foes who attempt to Resist must flip the results to fail their Skill Test.
IMPLACABLE DEFENSE: When this creature's Turn begins, they gain 1 additional AP. However, it can only be used to Dodge and Parry.
PAW/HOOF/WING: These creatures' movement use 6+[AB] or 9+[AB] for flight. Fliers are indicated under Movement.
POTENT BLOWS: When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.
UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
WHIP OF THE FALLEN: When these creatures are encountered, they carry a bullwhip woven from the skins of Dread Counts. When they strike with the bullwhip, the foe suffers 2D10+[BB] physical Peril. This can only be used in the hands of these creatures, being otherwise useless relics to others.

TRAPPINGS

Chaos armor (as full plate armor with Castle-forged Quality), Demonic axe, Infernal holy symbol, Whip of the fallen

GREAT DEVOURER

HIGHER DEMON

The Abyssal Prince of Decay is oddly gregarious, a loving paternal figure who only wants to see His brood propagate and flourish. Though His Filth Demons do this well, his Higher Demons are truly spawns of disease and hunger.

Known as Great Devourers, their order is classified by demonologists as *Gamchicoth*, a word simply meaning 'sin-eater'. Fetid, disgusting and bloated, they take jubilant pleasure in how every one of their movements spreads illness and disease. In their wake they leave a sickening trail of slime, out of which Abyssal-born Goblins rise. Not to mention its aura of disease and bile, the Great Devourer spreads sickness to all surrounding it. Great Devourers are gross and rent, often over-spilling with humors and ruptured organs and followed by a dark cloud of carrion, their wet entrails hang openly from their stomach and undulate grotesquely, while their skin turns like worms amid soil, sloughing off and crawling back over their body. They smell of sweet decay and the landscape around them withers and grows foul as they step. Most appear as fat, bloated and decaying monsters with elk-like horns atop a gaunt, skeletal face.

When a Great Devourer appears, water and food festers in front of your eyes as maggots and flies seem to breed out of the woodwork or crawl out of living flesh. The Great Devourer forms are disturbing, but what is more grotesque is the great pleasure they take in their work. As they rend and destroy, they laugh and joke with their minions, preach delicious ironies and are extremely relaxed in their works. It uses its build-up of acids and diseases in combat, vomiting and defecating on both enemies and allies – if you manage to survive its blows, the infections it spreads could very well number your days. While few other demons of the Prince of Decay relish in fighting, the Great Devourer does – it knows the people it kills will soon be hosts for new and beloved poxes, diseases and maladies.

GREAT DEVOURER

SIZE: Huge

C	B	A	P	I	W	F
50% [6]	50% [6]	50% [6]	50% [6]	50% [5]	55% [13]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	9	11 (17/23/29)	16 (22/28/34)	80%	90% (Natural)	Elite (Unique)

Athletics +10, Coordination +30, Education +30, Guile +20, Incantation +30, Interrogation +20, Intimidate +30, Leadership +30, Scrutinize +10, Simple Melee +30, Toughness +30, Warfare +30

ATTACK PROFILE

Acidic Spittle: 80% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • None
Demonic Flail: 80% • Distance (melee engaged or 1 yard) • Damage (7) • Adaptable, Entangling, Reach, Weak
Demonic Claws: 80% • Distance (melee engaged) • Damage (6) • Pummeling, Vicious, Slow

TRAITS

ACIDIC SPITTLE: These creatures can use their saliva as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.
BLOODLESS: These creatures cannot Bleed.
CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
CAUSTIC FLESH: Whenever a foe strikes these creatures, their weapon gains the Ruined! Quality (unless the weapon has the Castle-forged Quality).
DARK SENSE: These creatures can see in the dark.
DISEASE-RIDDEN (Chaotic Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.
HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
MIASMA OF SICKNESS: When foes stand within nine yards of these creatures, they must Resist with a

successful Toughness Test or succumb to a disease. Roll 1D6 Chaos Die. If it lands on face '1', they contract *Bloody Flux*. If it lands on face '2', they contract *Filth Fever*. If it lands on face '3', they contract *Grey Plague*. If it lands on face '4', they contract *Tomb Rot*. If it lands on face '5', they contract *Venereal Disease*. And finally, if it lands on face '6', they contract all the aforementioned Diseases. Whether they Resisted or not, they cannot be infected with Miasma of Sickness again, until at least a day has passed.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

POTENT BLOWS: When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SLIME-BORN HOST: When this creature's Turn ends, roll 1D6 Chaos Die. Whatever the result is, a number of Kobold Fanatics sprout forth beside this creature. In addition, foes who begin their Turn Engaged with this creature must Resist with a successful Coordination Test or be unable to use Movement Actions, as they are clawed at by tiny hands along the creature's body.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.

UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spells, Demonic flail, Infernal holy symbol, Reagents for all Magick spells (9)

LIGHT-EATER

HIGHER DEMON

The Abyssal Prince of Change trusts no one, be it demon or man. He surrounds himself with gibbering demons so as to not spoil his deep and intricate plans for the fall of all reality. Besides his mortal champions, the only ones He trusts are His Higher Demons, so-named the Light-Eaters.

Their order is classified by demonologists as *Sathariel*, a word meaning 'concealment of the gods'. Light-Eaters purposefully deceive and scheme to lead mortals astray. They are also majestic sorcerers, some of the most powerful arcanists that one could ever fear to encounter. Not only that, but their very being is anathema to other spells cast against them. It exudes a terrible aura of chaos, mutating and driving mad anyone who stands near these beasts. A Light-Eater does not often draw weapons – it would rather use trickery and false words than violence. In appearance, a Light-Eater is a massive humanoid vulture, their plumage a deep purplish-red and their beaks long and saw-toothed. They seem to all but crackle with Ætheric potential as their wicked scythes thirst for souls.

Light-Eaters are the most easily summoned of the Higher Demons – in fact, they desire to be summoned in order to propose Faustian pacts to their binders. Chaos precedes a summoning of a Light-Eater – weather shifts uncontrollably, animals jitter and morph and mortals run amok with madness. Other extreme changes include shifting colors or perhaps words being jumbled as others speak. Light-Eaters should not be underestimated in combat, for though they tend to be smaller than many other Higher Demons, their Magickal prowess is blasphemous to behold. Light-Eaters will still try to avoid combat – they believe a well-placed

word and a promise of power causes much more discord on the Material Realm than a simple act of violence. And that is what has the potential to make them the most dangerous of the Higher Demons.

LIGHT-EATER

SIZE: Huge

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [10]	50% [5]	50% [7]	55% [11]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	16/19 fly	9 (15/21/27)	14 (20/26/32)	70%	90% (Natural)	Elite (Unique)

Bargain +30, Coordination +30, Education +30, Guile +30, Incantation +20, Interrogation +30, Intimidate +20, Leadership +10, Martial Melee +20, Scrutinize +30, Toughness +10, Warfare +30

ATTACK PROFILE

Weeping Scythe: 70% • Distance (melee engaged or 1 yard) • Damage (10) • Reach, Powerful, Vicious

Demonic Beak: 70% • Distance (melee engaged) • Damage (10) • Pummeling, Punishing, Slow

TRAITS

ÆTHERIC DOMINATION: When these creatures would potentially invoke a Chaos Manifestation, they must have two or more face '6' on Chaos Dice to invoke it.

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

DARK SENSE: These creatures can see in the dark.

ENTRANCING: When this creature uses a Transfixed Gaze, they can use other Actions while they maintain its Mesmerizing effect. In addition, foes suffer 1 Corruption and 2D10+2 mental Peril on each of their Turns while they remain Mesmerized.

FORESIGHT: When these creatures fail any Skill Test, they may re-roll to generate a better result but must accept the outcome.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POTENT BLOWS: When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

STRAFING TALONS: When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.

THE CHANGER OF WAYS: When these creatures are made subject to Chaos Manifestations, they can roll twice and choose the most desirous result. Finally, they can Counterspell for 0 APs and can use Dispel Magick without having to make an Incantation Test.

TRANSFIXED GAZE: When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.

TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.

WEEPING SCYTHE: When these creatures are encountered, they carry a scythe infused with the blood of mortals. When they deal Damage, the foe also begins to Bleed. This can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly disintegrated into ash, Slain!.

TRAPPINGS

Weeping scythe, Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Infernal holy symbol, Reagents for all Magick spells (9)

NUMINA

HIGHER DEMON

With all the darkness and chaos inherent in the world, one wonders if there is even a mote of potential 'goodness' within the endless pit of the Abyss. And there is in a sense – it takes the form of the Numina, agents of chaos fighting against other agents of chaos.

Long ago when the world was young and humanity still suckled at the teats of existence, the Abyssal Princes were five in number. The fifth Prince, whose name has long been lost and is now known only as The Outsider, represented all of the forces of chaos combined: He represented anarchy in its purest form and thus bucked against the reins of the other four Princes. After several wars that nearly wracked the Abyss to the point of destruction, the other four Princes banded together and banished The Outsider to the darkest realms of reality. Not only that, but they ripped the souls of His worshippers from their bodies and imprisoned them with their lord. There, The Outsider brooded and planned for centuries on his revenge. Eventually, He formed the idea of recasting his worshippers into divine heralds, ones that could breach the Æthereal Veil and enter the Material Realm to strike at the forces of Corruption. Many souls volunteered for the process, but only the strongest were not obliterated instantly. Those that lived were given both beautiful and terrifying forms. Their new bodies turned into dizzying patterns of lines, points and angles of divine proto-math. These forms coalesced into strange patterns, likened to the abstract designs of a fanciful tattoo or a mad painter. Their beautifully Human visages are only apparent in the remnants of appendages – feminine hands supporting multiple angular faces, legs born atop swords and bodies composed of pulsating metal, twisted viscera and non-Euclidean shapes – all beating with a strange Æthereal heartbeat, as they became less real and more inexplicably geometric.

These new beings called Numina promised to serve The Outsider for all eternity – serving as his fury and his hate. The Numina lost their ability to reason, only following strict orders with unflinching, automata-like devotion. They also lost their ability to speak, their intentions and words instead manifesting above them as holographic pictographs using 22 divine glyphs. Now, with mighty divine powers as well as the holy vengeance instilled in them, they wait on the glacial commands of The Outsider. Their primary objective: devour the land and destroy chaos from within. Numina are rarely seen and little known about, but when they manifest or awaken from their slumber, cities are leveled, pestilence comes and people are turned into pillars of salt.

NUMINA **SIZE:** Large

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [14]	55% [9]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+12	20/23 fly	7 (13/19/25)	None	None	90% (Natural)	Elite (Unique)

Awareness +30, Athletics +30, Coordination +30, Eavesdrop +30, Scrutinize +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Euclidean Strike: 80% • Distance (melee engaged) • Damage (14) • Finesse, Weak

Hyperbolic Fluctuation: 80% • Distance (ranged 13 yards) • Load (1 AP) • Damage (14) • Finesse, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

BLOODLESS: These creatures cannot Bleed.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

CEREMONIAL RUNES: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1', '2' or '3', they have three Apprentice Runes inscribed upon their staff. If the result is face '4' or '5', they have two Journeyman Runes inscribed upon their staff. If the result is face '6', they have one Master Rune inscribed upon their staff.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

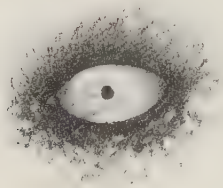
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

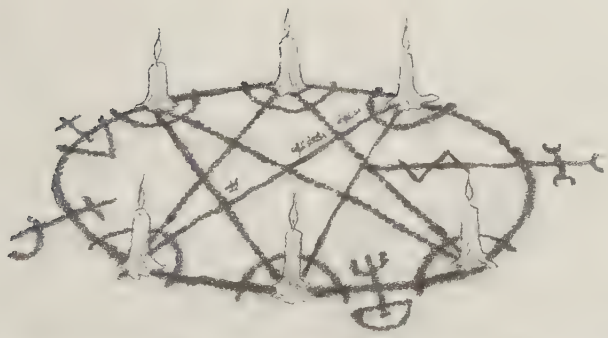
TRANSFIXED GAZE: When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

None





LOWER DEMONS

In the terrible sink of the Abyss lie untold numbers of creatures of chaos-stuff. Demons are not creatures of flesh and blood, but rather beings composed of Ætheric energies, fueled by pure chaos to take blasphemous forms. Where all demons were originally born from is a mystery – they have always lurked upon the fringes of reality, observing the world and watching the feebleness of mortal kind develop. They wish nothing more than to swarm our Material Realm and destroy existence as it is known, but they are far too fractured and capricious to ever band together. Luckily, reality hates them just as much as they hate it – the structured shape of existence is anathema to the chaotic nature of all demons and it is very rare that they can survive in the Material Realm for extended periods. Though the northern reaches broil with both cultists and creatures of the Abyss, their disjointed nature is a wall to their progress, at least for the time being.

There is only one certainty about demons and that is that they are uncertain. Though scholars and sorcerers alike have managed to categorize demons into orders by similar attributes, within these orders their forms are infinitely varied, complex and terrifying. The study of demonology is not helped by the fact that demons are a rarity – summoning them invariably leads to corruption and those in the Material Realm are either too deadly or here for too short of a time to glean any information about or from. This in addition to the dangers of attracting the attention of the Inquisition in studying demonology! However, unlike Higher Demons, the True Names of Lower Demons need not be uttered for Magick to affect them. Even if they are dispatched, they only return to the Abyss to reform and rise again. It is much easier to understand what Abyssal Prince a Lower Demon worships, for many carry an infernal holy symbol denoting their loyalty. Those who do not are trusted even less by the Abyssal legions.

Lower Demons are by far the most commonly ritually summoned, as well as the most numerous within the Abyss. Lower Demons begin their infernal existence in the lowest layer of the Abyss, a well of raw chaos and fragments of Human emotion that exists in an ever-seething infinity. When a mote of chaos breaks off from this whorl, it ascends and takes physical form as a Lower Demon. The new Lower Demon must then scheme, devour and destroy those other Lower Demons around it on their way up, literally scaling the walls of the Abyss and growing more powerful as they ascend the Abyssal layers. Most Lower Demons rarely make it all the way up to gain the attention of the Abyssal Princes and become the all-powerful Higher Demons, but some do. Only a unified force of Lower Demons could destroy a Higher Demon, with the strongest surviving Lower Demon taking the Higher Demon's place in the hellish pecking order of the Abyss.

Some Lower Demons do prove themselves worthy enough to gain the patronage and sponsorship of an Abyssal Prince. These demons become the personal servants of the Abyssal Princes and they take on aspects and elements of their masters. Despite this, each demon remains unique with its own desires, hungers and debased pleasures. Demons have very little if any culture – they are elemental immortal beings whose only desires involve furthering the destruction of reality.

ADVERSARY DEMON

LOWER DEMON

Sitting upon His hidden throne, the Abyssal Prince of Change schemes for the end times. A conspirator and hoarder of knowledge and magic, He plays the long con when it comes to the oblivion. Unlike the other three Abyssal Princes, the Prince of Change will further exacerbate the mutating form of the Sorrow Demon when it is sponsored, changed into an Adversary Demon.

This new demon of nearly pure chaos steps up to join in the Adversary Demon order. Demonologists calls this order of demons *Thamiel*, translating to 'duality in the gods', as the Adversary Demon represents the inherent disharmony of their forms. While almost every other order of demons has at least a Human level of intellect, the Adversary Demon's minds have become so soured and warped that they are little more than gibbering fiends lashing out at anything that comes their way. Their minds and bodies are at the whims of madness, their physical forms being able to shift before a person's very eyes. All for the better, as simple minded aides allow the Abyssal Prince of Change to plot unhindered. Aside from being insane foes, the Adversary Demon's main purpose is that their bodies are literally brimming with Magickal energies. This ability only amplifies as more Adversary Demons gather together, so they are often summoned in small hordes rather than by themselves. Adversary Demons shift their physical structure at a moment's notice, but their most 'stable' form is often an impish, pink humanoid with a wide maw, wild eyes and four long, spindly limbs.

Adversary Demons are most often brought to the Material Realm to serve as Magickal conduits or in hopes of revealing arcane secrets a sorcerer cannot find elsewhere. If the Adversary Demon can manage a moment of clarity in their manic minds, then sometimes they will reveal such secrets – the Abyssal Prince of Sacrifice is often very generous with His powers, as He knows how easily they corrupt. More often than not the Adversary Demon will fight, as their particular order can barely stand existing outside of the Abyss. These creatures are more powerful than they appear, many mages falsely associating madness with weakness. Mangled corpses and the lingering sign of powerful Magicks around summoning circles attest to the fact that myth is untrue.

ADVERSARY DEMON — SIZE: Large

C	B	A	P	I	W	F
45% [6]	45% [6]	40% [7]	40% [5]	35% [3]	50% [8]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	8	6 (12/18/24)	11 (17/23/29)	65%	70% (Natural)	Intermediate (High)

Awareness +20, Bargain +20, Coordination +20, Education +10, Folklore +20, Guile +20, Incantation +20, Interrogation +20, Intimidate +20, Resolve +10, Simple Melee +20

ATTACK PROFILE

Demonic Claws: 65% • Distance (melee engaged) • Damage (6) • Fast, Vicious

TRAITS

ARCANA OF HORROR: These creatures can use *Bolt of Flame* from the Arcana of Pyromancy. If at least three of these creatures are standing within sight of one another, they can use *Withering Touch* from the Arcana of Sorcery. If at least nine of these creatures are standing within sight of one another, they can use *Death's Embrace* from the Arcana of Morticism. Should a foe be Slain! by use of any of these Magicks, they are immediately turned into a Lemurian Host. Reagents are unnecessary to cast this Magick.

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

DARK SENSE: These creatures can see in the dark.

DIVIDE & CONQUER: When these creatures are Slain!, roll 1D6 Chaos Die. If the result is face '1-3', they instantaneously split into two minor Adversary Demons

(albeit unable to cast Magick, use the **Underling** rules later in this chapter and can now be permanently Slain!). If the result is face '4-6', it bursts into a cloud of mutating energy. Those caught in a Burst Template area of effect must succeed at a Resolve Test or gain a Taint of Chaos.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

LIVING CHAOS: When these creatures use Magick, they must roll 3D6 Chaos Dice. If all land on face '6', they are instantaneously Slain!.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Infernal holy symbol

BUTLER DEMON

LOWER DEMON

When a spark of chaos breaks off through the cauldron of the bottom of the Abyss, they float off to start their hellish existence in the layers above. There, with a terrible birthing cry and the clap of Ætheric lightning, the Butler Demon is birthed.

Their order is classified by the term *Samael* by demonologists, meaning 'the left hand', demonologists accurately describe the role of Butler Demons as minor servants to other demons and arcanists alike. They are small and weak creatures – rarely ever larger than a small child – who resort more on wiles and trickery to survive than any kind of martial prowess. Their forms are multitudinous: some appear as attractive sprites or fairies, others as disgusting balls of bile and others as impish hellhounds. All their forms emit a horrendous stench from their mouths. Though they are weak creatures, that does not mean they are slouches – most of them possess useless wings of some sort, as well as razor sharp claws and teeth perfect for rending.

The nature of the Abyss is an odd place – we speak of layers and ascension, but the Abyss is not a physical place that can be navigated. It's a realm of spirit and energy and the layers are as overlapping as they are separate. It is a relentlessly vile and violent place. One tactic the Butler Demon employs to gain power is to actually spread their True Name through dark whispers through the Veil into the Material Realm. They do this in hopes of being bound as a familiar, where they can feed off and corrupt the energies of their summoner. Once powerful enough, they will usually try to kill their summoner to release their binding and return to the Abyss in order to fight their way into the ranks of the Sorrow Demons.

BUTLER DEMON — SIZE: Normal

C	B	A	P	I	W	F
35% [3]	45% [4]	40% [7]	45% [6]	50% [5]	40% [5]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10	4 (10/16/22)	8 (14/20/26)	None	70% (Natural)	Intermediate (Medium)

Athletics +10, Charm +20, Coordination +20, Education +10, Folklore +20, Guile +20, Interrogation +20, Intimidate +10, Resolve +10, Rumor +20, Scrutinize +20, Simple Melee +10

ATTACK PROFILE

Halitosis Bite: 45% • Distance (melee engaged) • Damage (7) • Fast, Finesse

TRAITS

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
IMPISH DELIGHTS: When these creatures are encountered, roll 1D6 Chaos die to determine what special power they can grant to one ally, once a day. If the result is a face '1', '2' or '3', they can cause any one ally standing within 3 yards of them to gain the benefits of Demonic Frenzy (as a *Legion Demon*). If the result is face '4' to '5', they allow any one ally standing within 3 yards of them to flip the results to succeed at a single Skill Test. If the result is face '6', anyone standing within 3 yards of this creature must succeed at a Resolve Test or temporarily lower their Fellowship by 9% for a day.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Bonds of servitude, Grimoire of chaotic deeds, Infernal holy symbol

CARNAL DEMON

LOWER DEMON

Being a dualistic being, the Abyssal Prince of Pleasure is an entity of wild extremes. To them, pleasure and pain are just two sides of the same coin, one leading to another in a permanent cycle.

When a Sorrow Demon is favored by the Abyssal Prince of Pleasure, it is welcomed into the horrible, velvety folds of Carnal Demons. Demonologists classify this order as *Nehemoth*, a phrase meaning 'dark whisperer', as these demons susurrate vivid desires and thoughts into the waiting ears of mortals. Carnal Demons are both beautiful and savage – they are comely versions of the form they choose, but always have a hidden edge that can spill blood like water. They usually appear as disturbingly bewitching hermaphrodites, with skin taking upon a bluish tinge as their arms terminate into razor sharp, crustacean-like claws. Instead of hair, hardened ridges of bone sweep backwards over their shoulders.

A Carnal Demon's main responsibility is to secretly spread the word of their Prince through their demonic whispers, as the cult of the Abyssal Prince of Pleasure is by far the most insidious of the Material Realm. They promise fame, fortune and prowess to those who pay homage, filling their victim's heads with Cronenbergian nightmares. Carnal Demons are often summoned to serve as concubines in bizarre sex cults or are used to woo and corrupt officials and priests. Carnal Demons are true deceivers, so they care very little if their pacts are ever broken – either way, they are going to have their due. This is the aspect to most be wary of with Carnal Demons – they are nothing more than liars and serpents. No matter what they promise or how fetching they appear, a Carnal Demon will 'finish' their victims with perverse delight – penetrating them with a barbed phallus: the *coup de grâce* in their twisted tryst.

CARNAL DEMON — SIZE: Normal

C	B	A	P	I	W	F
50% [6]	40% [4]	45% [7]	40% [4]	35% [3]	40% [6]	45% [6]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	10	4 (10/16/22)	9 (15/21/27)	70%	75% (Natural)	Intermediate (High)

Athletics +20, Charm +20, Coordination +20, Folklore +20, Guile +20, Interrogation +20, Rumor +20, Scrutinize +20, Simple Melee +20, Toughness +20

ATTACK PROFILE

Eviscerating Pincer: 70% • Distance (melee engaged) • Damage (6) • Slow, Vicious
Dire Penetration: 70% • Distance (melee engaged or 1 yard) • Damage (7) • Entangling, Fast, Finesse, Vicious

TRAITS

BLOODLESS: These creatures cannot Bleed.
BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.
CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
CAPTIVATING CRY: When foes can hear this creature,

they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

HYPNOTIC MUSK: Foes who stand within 9 yards of this creature cannot add their Apprentice Skill Rank to Combat and Willpower-based Skill Tests. In addition, foes who are Engaged with these creatures must successfully Resist using Toughness or be unable to add any Skill Ranks to Combat and Willpower-based Skill Tests for a day.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Dread mementos from former lovers (9), Infernal holy symbol.

FILTH DEMON

LOWER DEMON

The Abyssal Prince of Decay is a being of hunger and disease, one that coos at its demons and encourages them to embrace sickness and bile in order to feel His fatherly love.

When the Abyssal Prince of Decay sponsors a Sorrow Demon, it stabilizes its mutable form and it becomes part of the Filth Demon order. Their order is classified by demonologists as *Gamaliel*, a word meaning 'polluted of the gods', and just smelling the fetid stench of one of these beings is enough to warrant the title. Filth Demons are ravaged by disease and sickness – open, weeping sores sprout from every surface, flesh sloughs off the bone only to regenerate and flies follow the sickly sweet stench of decay. Filth Demons are human-sized creatures: their guts are rent and spilt, their skin is rotten and sweet smelling and their ambling form is always propped upon a rotting crutch of a 'fetid stick'.

Besides the spread of any number of poxes and plagues, it is also the duty of the Filth Demon to chronicle and tally sickness. Many of them have tally marks carved in their flesh for each disease they carry and it is a point of pride – and violence – among the teeming hordes. When a Filth Demon is summoned onto the Material Realm, their summoner beseeches them to spread disease or to poison enemies – an activity the demons are more than happy to do. The price for meddling with a Filth Demon is often the same, inflicting wasting diseases or gangrene on any pact-breaker who refuses to hold up their end of the deal. Filth Demons are nevertheless fairly magnanimous for demons – they are gracious and complimenting, honey dripping from their tongues just as much as bile. They only wish to spread the divine love and joy the Abyssal Prince of Decay fills them with and all it takes is an open heart and an open wound.

FILTH DEMON

SIZE: Large

C	B	A	P	I	W	F
45% [4]	40% [5]	45% [6]	40% [5]	40% [4]	50% [9]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	9	5 (11/17/23)	12 (18/24/30)	65%	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Bargain +20, Charm +20, Coordination +20, Folklore +20, Guile +20, Interrogation +20, Scrutinize +20, Simple Melee +20

ATTACK PROFILE

Fetid Stick: 65% • Distance (melee engaged) • Damage (5) • Adaptable, Slow

Ragged Claws: 65% • Distance (melee engaged) • Damage (5) • Fast, Pummeling

Corrosive Bile: 45% • Distance (ranged 6 yards) • Load (1 AP) • Damage (4) • Slow

TRAITS

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

CORROSIVE BILE: When creatures use this attack, it ignores their foe's Damage Threshold Modifier from armor.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Filth Fever): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FETID STICK: When these creatures are encountered, they carry a staff which buzzes with flies. When they deal Damage, the foe's wounds are also Infected. It can only be used in the hands of these creatures, being otherwise useless relics to others. If picked up by PCs whose Order Ranks are higher than their Chaos Ranks, they are instantly infected with Chaotic Rot.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Fetid stick, Infernal holy symbol

LEGION DEMON

LOWER DEMON

The Abyssal Prince of Violence knows nothing but war and bloodshed and only despises Magick more than He despises the Material Realm. He is constantly thirsty for death and destruction, a craving that can never be satisfied.

When He chooses to sponsor a Sorrow Demon, its rage billows and envelops them to become a Legion Demon. Demonologists classify this order with the term *Hareb Serapel*, a phrase meaning 'ravenous flock'. Legion Demons flock like a murder of crows, burning and destroying everything in their path. Indeed, the old saying, 'We are Legion', truly applies to this particular batch of Lower Demons. Legion demons are almost alien in their appearance – their heads

are long and horned, their crimson bodies rippling with herculean muscle and yellow protective scales. They brim with heat from indelible anger and fury, raising their hell-blades in unholy righteousness while painting their bodies with the gore of their defeated enemies.

Legion Demons have no purpose other than destruction – that is what they were sponsored to do and it what they strive to do. Their battlefields end up as bloody mires with the amount of viscera spilt and their terrible rallying cries strike fear even in the hardiest generals. Legion Demons absolutely abhor being summoned – they share their Princes' loathing of Magicks of all types, as they view it as a tool for weaklings. If they do not instantly kill the summoner, a Legion Demon will often be told to join some kind of retinue or to slaughter an entire township. Though Legion Demons will sometimes make deals with Mutants, their hatred for mankind will prevent them from forming an alliance they are not forced into. They will try their damnedest to break a summoning circle, as their loosened bonds could allow them to carve a swathe of destruction with little consequence.

LEGION DEMON

SIZE: Large

C	B	A	P	I	W	F
50% [8]	40% [6]	45% [4]	40% [5]	40% [4]	45% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	9 (15/21/27)	9 (15/21/27)	80% (Defensive & Protective)	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Coordination +20, Interrogation +20, Intimidate +20, Leadership +20, Martial Melee +20, Scrutinize +20, Toughness +20, Warfare +20

ATTACK PROFILE

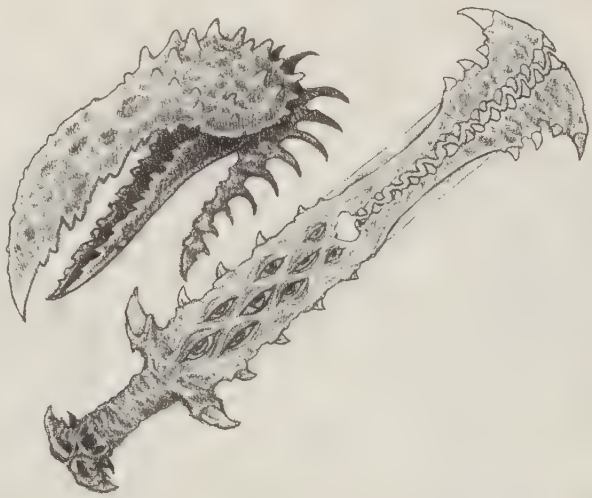
Sword of the Pit: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Punishing, Reach, Slow, Vicious
Stunted Claws: 50% • Distance (melee engaged or 1 yard) • Damage (6) • Pummeling, Reach, Vicious,
Bull-like Horns: 50% • Distance (melee engaged or 1 yard) • Damage (6) • Pummeling, Reach, Slow, Vicious

TRAITS

BLOODLESS: These creatures cannot Bleed.
BLITZ: When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.
CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.
DARK SENSE: These creatures can see in the dark.
DEMONIC FRENZY: When this creature's Turn starts, roll 6D6 Chaos Dice. If at least three dice land on face '6', they enter a demonic Frenzy. While Frenzied, they can make up to three Melee Attacks during their Turn, costing 1 AP for each Melee Attack. In addition, they can make an Opportunity Attack at the end of a Charge. However, they cannot Counterspell, Dodge or Parry while in a frenzied state. Finally, their Frenzied state makes them more susceptible to harm, as foes add an additional 1D6 Fury Die to Damage when striking the creature.
FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.
HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.
RESISTANCE TO CHAOS: This creature may flip the results to succeed at when Resisting the effects of Magick.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
UNBRIDLED RAGE: When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.

TRAPPINGS

Infernal holy symbol, Metal Shield, Sword of the Pit



SORROW DEMON

LOWER DEMON

Dwelling in the miasma of the lower layers of the Abyss, the Sorrow Demons are the true hordes of the demonic. Their order is classified by demonologists as *Thagirion*, meaning 'those who bellow anger and tears', and all throughout the Abyss their deathly wailing and anger can be heard.

Sorrow Demons are formed in one of two ways: the first is if a Butler Demon manages to gain enough power to kill another Sorrow Demon. Upon the death of the Sorrow Demon, the Butler Demon will mutate and twist into their shape and join the Sorrow Demon Order. The second way is through the corruption and mutation of humanoids. If a person is 'blessed by the gifts' of the Abyss and found to be too vulnerable or weak, their bodies are wracked with pain and grow leathery as they are turned into a Sorrow Demon. Most of these transmuted beings do not dwell within the actual Abyss, but instead roam the countryside.

Sorrow Demon forms are grotesque – while Butler Demon are proto-beings fresh from creation and the other orders have achieved sponsorship, Sorrow Demons are inundated with energies that cause their forms to swell into fierce creatures whose appearance are the first thing that Smallfolk think of upon hearing the word, 'demon'! Traditionally hoofed and red of skin, Sorrow Demons carry barbed black iron weapons while leaving fiery hoof prints in their wake. Their draconic heads perch atop muscle-knotted bodies and two sets of terrible leathery wings sprout from their shoulders. Sorrow Demons, being the most populous of Lower Demons, tend to serve as foot soldiers during raids and are almost always under the terrible whip-and-chain of a Greater Demon. When not enlisted in a demoniac army – such as when having been transmuted from a Human form – Sorrow Demons are wild and unpredictable, trying to make sense of their new abilities, knowledge and mental state.

SORROW DEMON — SIZE: Large

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [4]	40% [5]	35% [4]	45% [6]	40% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	10/13 fly	9 (15/21/27)	9 (15/21/27)	65%	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Coordination +20, Guile +20, Intimidate +20, Interrogation +20, Leadership +20, Martial Melee +20, Scrutinize +10, Toughness +20, Warfare +10

ATTACK PROFILE

Devil's Pitchfork: 65% • Distance (melee engaged) • Damage (6) • Adaptable, Weak

Ragged Claws: 65% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Weak

TRAITS

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CALL OF THE ABYSS: When this creature suffers Damage and is unable to deal Damage by the end of its next Turn, roll 3D6. If all three dice show face '6', the creature is banished back to the Abyss, until summoned once again.

DARK SENSE: These creatures can see in the dark.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

NATURAL ARMOR (1): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Infernal holy symbol, Devil's Pitchfork

TRUE NAMES CONTINUED

All Demons possess a True Name. Nigh unpronounceable, these confusing jumble of syllables and letters bewilder even the most scholarly of arcanists. However, to divine their pronunciation is to lend power to mortals whom wish to command a demon.

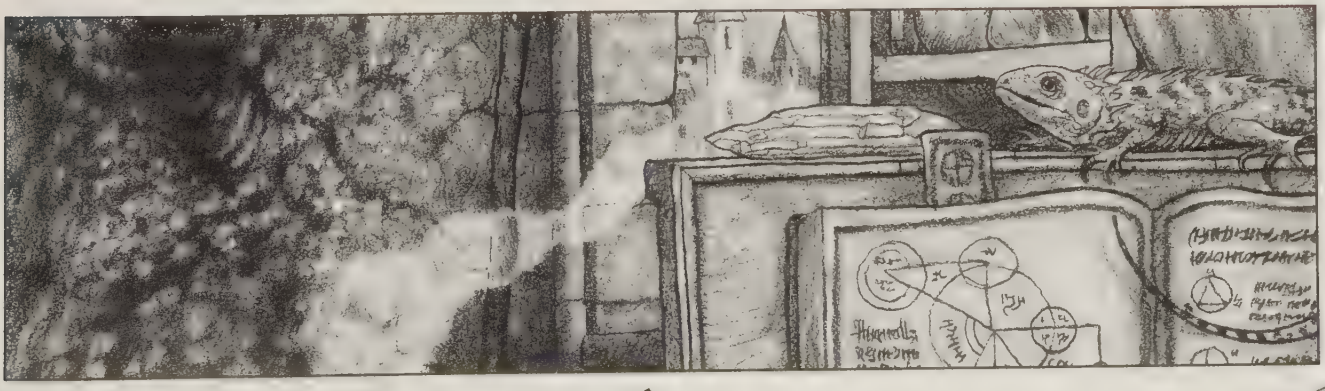
A True Name is an epithet written in a long-lost alphabet of 22 glyphs, a primal language that is thought to be the very tongue of reality. Each glyph has a specific meaning, when they are combined, it tells something of the demon's origin. Demons have countless common names, disguises and titles – otherwise Call Names – so finding their True Name granted to them could take a lifetime of searching. It would take a near-death situation for a Higher Demon to reveal its own True Name. However, Lower Demons may willingly grant True Names of other demons when summoned… but only if the Faustian Bargain is fulfilled first. Aught else than that, a demon's True Name may be buried within long-forgotten tomes or secreted away by churches for fear of what may happen should it be uncovered.

AUTHOR A TRUE NAME

Depending on which Abyssal Prince they pay homage to, it will ultimately determine how many glyphs their True Name contains. Should you wish to generate a unique True Name for a demon, you can refer to the following table below. Roll D100 to determine which Abyssal Prince's host the demon belongs to. This will determine how many glyphs you will include within their True Name. Then, assemble the glyphs in a fashion of your choosing.

D100	Demon Host	Glyphs
1 to 25	Abyssal Prince of Change	4D10+4
26 to 50	Abyssal Prince of Decay	3D10+3
51 to 75	Abyssal Prince of Pleasure	2D10+2
76 to 100	Abyssal Prince of Violence	1D10+1

D100	Glyph	Meaning
1 to 3	Aleph	Oxen or primal energy
4 to 6	Ayin	Eye
7 to 12	Beth	Enclosure or house
13 to 18	Cheth	Fence or field
19 to 21	Daleth	Door or womb
22 to 24	Gimel	Carrier
25 to 27	Heh	Window or portal
28 to 30	Kaph	Closed hand
31 to 33	Lamed	Goad or whip
34 to 36	Mem	Water
37 to 39	Nun	Fish
40 to 45	Peh	Mouth
46 to 49	Qoph	Back of head
50 to 54	Resh	Face
55 to 58	Samekh	Foundation or support
59 to 62	Shin	Fang or tooth
63 to 66	Tav	Cross or sign
67 to 71	Teth	Serpent
72 to 75	Tzaddi	Fishhook
76 to 79	Vav	Hook or nail
80 to 83	Yod	Open hand
84 to 100	Zayin	Sword



HELLBEASTS

The Abyss is a dark and savage place, but it is not the sole dominion of demons alone. In fact, many other creatures of both small and grand providence roam the spaces of the endless pit. These beings are collectively called Hellbeasts and their power is not to be underestimated.

Unlike demons, Hellbeasts are often not exactly native to the Abyss. Many are hand-crafted by demonic sorcerers, either through forced mutation or dangerous Magickal experiments. Others have been placed here purely by chance, forced to live out the rest of their days in the endless pit. Though Hellbeasts are not demons, they do tend to work with them quite often – they are just as influenced by the sway of Corruption as those fiends are. Hellbeasts are rarely intelligent, operating on predatory instinct alone. In fact, many Hellbeasts will find employ under the hand of the Chosen of Chaos, serving as (somewhat) reliable steeds, hounds or living war machines.

Hellbeasts have two main attributes that connect them all. The first is the immense heat they give off – just being near one of them is enough to singe hair. It is said there are no flames in the Abyss, just the sweltering atmosphere of the Hellbeasts. The other attribute is that Hellbeasts cannot be permanently slain within the Material Realm. If they are ever killed, their essence is tossed back into the Abyss to later reform at the behest of their master. Hellbeasts also all feel undying loyalty to their masters – if anyone besides their handler tries to interact with them, they will attack without provocation. That doesn't mean Hellbeasts never run amok – if their master dies, they will often rush out into the wilds to survive by themselves. The rumors of unliving horses roaming the steppes and hellhounds baying along deep canyons often have more than a grain of truth to them.

Hellbeasts also have a strange ecology about them – they are still animals to an extent and so they must breed and eat in order to thrive. Hellbeasts, whether they be reptilian or not, all give birth through eggs, which appear as pulsating sacks of flesh and bile. These must be stored in extreme heat, so either they are constantly under watch by their parents or immersed in burning sand or sometimes even magma. When the Hellbeast is birthed, it rapidly grows from its infant form to a full-sized adult in as little as an hour. Hellbeasts have been observed as not needing to eat, instead seeming to go on the hunt for sport and entertainment. They slowly cook and eat their victims piece by piece, keeping them alive through fell Magicks. It is believed that Hellbeasts actually survive off of souls, but how they do this is a mystery.

BARGHEST

HELLBEAST

'Cry havoc and let slip the dogs of war' *is* a popular phrase among those generals who use war hounds in their armies. But it more often slips from the lips of Mutants and Demon legions, who send their vicious Barghests to chase and rend their enemies.

Barghests are demonic hounds, created through feeding a dog many dosages of Wytchstone Essence. The hound grows massive and hunched over, their visages cut back into a permanent, fanged Cheshire smile. Their hair becomes coarse and grey, as spikes grow from their backs and aggression takes them over. Like Night Mares, this is only the general, common form of a Barghest. Some are skeletal hounds, others are deadly iron-covered juggernauts and still others are even odder chimeras. Barghests thirst for nothing more than blood and viscera, but they are actually quite loyal and intelligent. Demons and those tainted by Corruption rarely keep close allies, but it turns out that dog remains man's best friend even if both parties have a few extra limbs.

Barghests can also be created accidentally, especially if a hapless pooch stumbles upon a Wytchstone cache and decides to sleep near it. The mutation is often instant and quite painful, as the powers of Corruption seem to have their terrible ways with the poor forms of mindless beasts. Even then, the Barghest retains its loyalty and despite being a mutated demon will still follow its owner as a trusted companion. That being said, few townsfolk look favorably upon the local child walking around with a hellhound from the depths of the Abyss, so the Barghest is often put down violently with little ceremony.

BARGHEST

SIZE: Normal or Large

C	B	A	P	I	W	F
35% [4]	40% [4]	50% [7]	45% [5]	45% [4]	40% [0]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	13	4 (10/16/22)	7 (13/19/25)	None	None	Basic (Medium)

Awareness +10, Coordination +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Hellbite: 45% • Distance (melee engaged) • Damage (4) • Entangling, Slow, Weak

TRAITS

FEEL THE HEAT: When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Animal hide, Animal meat (6)

LEMURIAN HOST

HELLBEAST

All Abyssal life starts somewhere and the beginning of the terrible hell that is demoniac existence starts in the wretched form of the Lemurian Host. The lowest level of the Abyss constantly spits out motes of concentrated chaos, many of which will rise through the layers on hopes of reaching the status of becoming a Lower Demon. Alas, not all of these motes of chaos are destined for even the lowest of ranks in the Abyssal hierarchy – in fact, a large majority of them will swirl endlessly around the Abyss like dust in the sunlight. These bits of chaos often appear as flaming skulls, screaming and exuding a stench of sulphur or even tiny, discombobulated creatures of malice. Occasionally, they will band together – more or less – for survival purposes, forming a Lemurian Host. Lemurian Hosts are basically massive swarms of these motes, who when banded together can combine their essence to make new forms and objects. Lemurian Hosts are wholly mindless – they just seem to go where violence happens and commit it themselves. Hosts have different names throughout society, such as will o' wisps, sprites or cacodemons, but they are all mostly mischievous and dangerous.

Lemurian Hosts cannot be summoned traditionally, though some may creep through an Æthereal breach when a Greater Demon is summoned. Once there, they are uncontrollable yet cannot exist outside of the Abyss' nurturing embrace for long. Lemurian Hosts can, however, reproduce rapidly and have been said to be able grow their numbers enough that their bulk covers a whole village. Swarming like firebugs, they ignite houses, devour souls and leave nothing in their wake – perfect unsuspecting shock troops for the hordes of demons that follow behind these screaming skulls.

LEMURIAN HOST

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [6]	40% [6]	40% [7]	35% [6]	0% [0]	0% [0]	0% [0]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	9	6 (12/18/24)	None	None	None	Advanced (Low)

Awareness +30, Athletics +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Fleshy Whips: 75% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Fast, Reach

Wall Crawler Reach: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

BLOODLESS: These creatures cannot Bleed.

CREEPY CRAWLIES: These creature can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. It also never provokes Opportunity Attacks.

DEATH ROLL: When these creatures deal Damage, at

their option, they can force a foe to Resist a Chokehold.
DENSE ANATOMY: These creatures only suffer Damage dealt by fire.
FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.
MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.
WALL CRAWLER: These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.

TRAPPINGS
None

NIGHT MARE
HELLBEAST

The Abyss can field a mighty army and even the greatest armies in the land are nothing without powerful and swift mounts. In this case, the Abyss is no exception, though their favored beasts are known as Night Mares.

Night Mares are not born, but rather created: spawned out of terrible factories and breeding pools, they are built on upon the whims of their creator and soul-bound to but one rider by a phylactery. From creation, they take upon the countenance most favorable to their master. The most common form a Night Mare takes is of a demonic destrier – their coat dark, their mane billowing like heatless flame and their eyes ablaze. However, that's not the only shape they can take – some Night Mares summoned by Necromancers appear as half-decayed palfreys, whereas the mount of a Filth Demon may instead be a massive slug-like creature wreathed in flies, another as quivering, manta ray-like floating membrane or a saw-toothed flying disk of flesh. Night Mares are versatile but actually quite hard to create – they require time and effort, while the random hordes of the Abyss split like cancers. More often than not, an Abyssal Prince will bless a particularly faithful servant with a Night Mare, while keeping a large majority of them in a personal stable for larger conflicts.

Night Mares are wholly mindless, but refuse to obey anyone but the master who holds their phylactery. Trying to mount a Night Mare usually results in being bucked, trampled and possibly even eaten. That being said, Night Mares have been broke by particularly crafty wranglers – even without a phylactery. Night Mares make capable and strong steeds, save that you can ignore the decaying effect they have on your sanity, as well as the propensity for other natural creatures to want to attack the Night Mare, given their hellish nature.

NIGHT MARE — SIZE: Normal or Large

C	B	A	P	I	W	F
40% [5]	40% [6]	45% [9]	35% [5]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	15/18 fly	6 (12/18/24)	None	None	75%	Advanced (Low)

Awareness +30, Athletics +30, Coordination +30, Intimidate +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE
Fire Hooves: 70% • Distance (melee engaged) • Damage (5) • Fast, Immolate, Pummeling

TRAITS
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They

can also Dodge both melee and ranged weapons.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SOUL JAR: These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.

TRAPPINGS

Saddle, Soul-bound phylactery

PIT DRAGON

HELLBEAST

No creature has entered the mythos of different cultures more than the legendary dragon. They are a symbol of might, intelligence and worship… or at least they once were.

Dragons used to rule the land, sentient and highly intelligent creatures who would ravage farmlands and destroy entire cities when their wrath was piqued. They were massive reptilian creatures, born aloft on leathery wings and being lined with scales as hard as steel. In the early ages, they were considered to be the *de facto* rulers of all they surveyed, worshipped by frightful mortals who sacrificed virginal maidens at the mouths of their great lairs. However, legends tell of a powerful warrior-princess who banished the mightiest of dragons, slaying its brood and casting the rest into the deep darkness of the Abyss. Within the endless pit, over the ages the dragons slowly mutated and lost their intelligence, turning into little more than pure killing machines. Most of these new Pit Dragons are thankfully stuck within the confines of the Abyss, but an unlucky Æthereal breach can cause one to return to the Material Realm once again.

Pit Dragons are terribly vile and lustful brutes – their main weapon either being their rending claws or their trademark breath of flames and bile. Note that not all Pit Dragons are the same – some may be born aloft on feathered wings or Magickal energies, while others may breathe toxic miasma or even biting frost. Many myths abound about Pit Dragons, the most common being their tendency to hoard treasure in their lair. This is true to an extent – Pit Dragon nests tend to be full of tarnished metal, broken coins and shattered jewels, but that is only because the Pit Dragon cannot digest these items as they once did, meaning that most of them were probably vomited back up.

Though the energies of the Abyss have made them feral, every once in a while a gleam of their former intellect shines through. Some Pit Dragons have been said to have moments of complete lucidity before descending back into snarling beastdom.

PIT DRAGON — SIZE: Huge

C	B	A	P	I	W	F
50% [5]	55% [13]	50% [9]	50% [8]	50% [5]	50% [8]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	15/18 fly	19 (25/31/37)	11 (17/23/29)	None	None	Elite (Unique)

Awareness +30, Athletics +30, Bargain +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Claws & Teeth: 80% • Distance (melee engaged or 1 yard) • Damage (13) • Immolate, Punishing, Reach, Vicious

Lasting Tail: 80% • Distance (melee engaged or 1 yards) • Damage (13) • Fast, Powerful, Reach, Vicious

Spit Fire: 80% • Distance (ranged 11 yards) • Load (0 AP) • Damage (Special) • Shrapnel

TRAITS

BLOODLESS: These creatures cannot Bleed.

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CORRUPTIVE BREATH: When these creatures cause a foe to suffer Damage from Spit Fire, they also inflict 3 Corruption as a result. In addition, their Spit Fire ability gains the Shrapnel Quality.

DARK SENSE: These creatures can see in the dark.

FIERY RETRIBUTION: These creatures can use Spit Fire as an Opportunity Attack without having to Load.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.

HORROR OF THE PIT: These creatures do not need to breathe and are immune to Chokehold. In addition, PCs whose Order Ranks exceed their Chaos Ranks reduce their Damage by -3 when striking these creatures.

LASHING TAIL: These creatures can attempt an Opportunity Attack with their tail at the end of their Turn.

NATURAL ARMOR (6): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POTENT BLOWS: When these creatures succeed any Attack Action to strike, their foe must flip the results to fail when Dodging or Parrying the attack.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SPIT FIRE: These creatures can use their breath as a ranged weapon. This allows them to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.

WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Dragon hide

PROTOPLASMIC DOLOR

HELLBEAST

It may seem at first glance that the Abyss is only a realm where demons dwell and nothing more. Quite the contrary, as the Abyss is less of a location and more of a living, writhing dimension of energy and emotion – one that is a horrid reflection of the Material Realm. One of the results of this reflection is the Protoplasmic Dolor.

The Protoplasmic Dolor is not a demon, but rather an Abyssal entity that actually feeds on demons. In the Material Realm in locations of high stress, emotion or violence, the Abyss folds and reacts – splitting off like a cancer or bud. This bud is a writhing ball of violence and sadness given physical form – the aforementioned Protoplasmic Dolor. These beings look like mobile mounds of putrescent and undulating flesh, shifting in color much like an oil slick. Mouths, eyes, ropy tentacles and extraneous organs bubble to its surface, only to sink back again into the mass of meat. Dolors weep, gibber and scream from their countless mouths, a terrible cacophony to any man's ears. Their only purpose is to eat. The gluttonous Dolor survives by absorbing the spiritual energy of anyone they encounter, although their preferred meals are the terrible energies of demons. As they feed, they become larger, more violent and crazed – they are mindless and exist only to kill and languish in their sorrow.

In addition to weighing usually a ton or more and being able to manifest all matter of natural weaponry, the Dolor's skin is naturally acidic and eats away at flesh and steel alike. They can survive in nearly any environment and are also surprisingly capable swimmers despite their lack of bones and muscle. Their only repulsion is generally to bright sources of light – if found on the Material Realm, they will languish in deep caves, only coming out at night to hunt. They are easy to track however – their trail of acidic slime eats through any vegetation and scours any rock they pass over. The only difficulty is actually killing the damned thing.

PROTOPLASMIC DOLOR **SIZE:** Normal or Large

C	B	A	P	I	W	F
40% [6]	45% [10]	40% [9]	35% [5]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	12	10 (16/22/28)	None	None	None	Advanced (High)

Awareness +30, Athletics +30, Coordination +30, Eavesdrop +30, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Undulating Tentacles: 70% • Distance (melee engaged or 1 yard) • Damage (10) • Reach, Vicious

TRAITS

BLOODLESS: These creatures cannot Bleed.

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CANCEROUS ABSORPTION: When they render an enemy Slain!, they gain +3 to [BB] and move three steps up the Damage Condition Track positively.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.

HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

UNNATURAL VISCERA: These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.

TRAPPINGS

None

ANIMAL

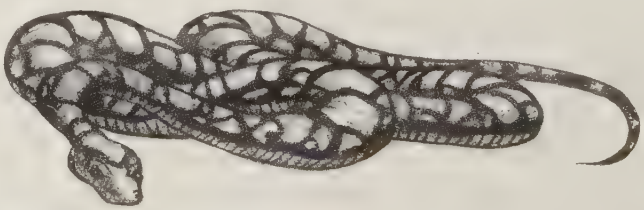
CRITTERS

Humanoids and monsters are not the only creatures that inhabit a grim & perilous world. The wilderness is host to thousands upon thousands of different animals, colloquially known as Critters.

The sheer variety of animals across the known world would take years to describe in full; even the greatest encyclopedias could never hope to reference and catalog them all. Explorers discover new Critters every day and lands once thought lost are home to entire life cycles of undiscovered ones. They swim in the deepest of oceans, soar through the highest clouds, thrive in the darkest of caves and live other places seemingly unimaginable and inhospitable to survive in. Reptiles, birds, fish, mammals, herd animals and insects are the most recognized broad groups, but some other otherworldly creatures straddle even these lines. Critters feed via various methods; scavenging, hunting, eating solely vegetation or insects, a few having a particular taste for carrion. Some may prove to be minor nuisances (such as sentient clams), whereas others could potentially run down and skewer even the fastest of runners (as with the war-like pronghorn). Yes, even the smallest blush of Critters eclipses any monstrous brood in variety. It would be a fool's errand to list every possible entry, from ant to zebra, but touching upon some of the more exceptional Critters is both wise and necessary for survival.

Horses are Large Animal mounts in almost every country; it doesn't take a hostler to point out the differences between a palfrey, a rouncey, a courser, a hobby or a destrier. However, there are two odd varieties of equines that are rarely found or ever bred. The legendary pegasi are magnificent winged horses, rarely found outside a royal menagerie. Reputedly, their massive feathered wings can support themselves, a rider and their equipment, but other than flight they possess the same abilities as other horses – though that is magnificent enough. Unicorns are similar creatures, as they are sturdy rhinoceros that possess a singular, bony horn jutting from their heads. Contrary to myth, unicorns are not Magickal in any way; but that has not prevented their being hunted to near extinction, however, in order to harvest their horn for reagents and fake cure-all potions. Some question remains as to whether these horses even exist or are merely the grotesquery of a rather imaginative ringmaster.

Far to the south, where the seas are made from silt, rumors of great reptilian beasts the size of men return the dregs of some battered expedition or other. Sure-fire proof of these tales has only been found in one type of these creatures: the komodo drake. Man-eaters and the chosen mounts of the alien Aztlan and vile Siabra, komodo drakes are horse-sized bipedal lizards with rows of sharp teeth and massive ripping claws, imposing mounts that can do just as much violence as their riders. This is not the only type of komodo drake said to exist – some are giant and armored, others capable of flight on plumed wings. Confirmed sightings of such creatures are either rare or fanciful rumors. Finally, far to the north where Ogres ride giant woolen elephants and tame long-toothed cats can be found the mountain-peak rooks of the Man-Eater raptors. Called **roc**, they are massive eagle-like birds, about half-again the size of a horse, that reputedly can be tamed and ridden – albeit with a very low success rate. They are quick and intelligent, using their massive talons to pick up and drop boulders or even soldiers. Myths abound that roc can live for hundreds of years and the oldest roc have intelligence on par with the greatest scholars; whether this can be shown as true or not is up for debate.



LARGE ANIMAL

CRITTER

Large Animals are akin to Small Animals, but significantly bigger in stature and size. Most are herd animals, domesticated or otherwise, that graze forests and pastures. If not that, they are often scavengers who feed off corpses of already-dead animals (or travelers who died from exposure). Elk, horses, cattle, medium cats such as the lynx, grey wolves, war dogs, condors and vultures are all considered Large Animals.

The attributes below represent a sampling of animals and all the qualities may not apply to all creatures. For example, horses are generally not hunter-predators and would most likely would not gain advantage of the Trait of *Ripping Teeth*.

LARGE ANIMAL

SIZE: Large

C	B	A	P	I	W	F
40% [4]	45% [4]	50% [7]	45% [5]	35% [4]	40% [4]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	13/16 fly	4 (10/16/22)	7 (13/19/25)	None	None	Basic (Medium)

Awareness +10, Coordination +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Bite or Claws: 50% • Distance (melee engaged) • Damage (4) • Slow, Weak

TRAITS

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Animal hide, Animal meat (6)

LARGE INSECT

CRITTER

Insects are a common occurrence in a grim & perilous world. They are mainly pests, rarely ever bigger than a person's palm, but there is no doubt that they outnumber all other living creatures. However, some insects seem to grow much larger and deadlier than others. Whether this is the result of Abyssal influence, mutations brought about by insane Magick wielders or just natural growth is up for debate. Regardless, these Large Insects are hardy and terribly dangerous, many able to grow to the size of a horse. They are extremely resilient creatures, surviving harsh climates and emerging from disastrous cataclysms unscathed. They come in a myriad of shapes and sizes, from spiders to cockroaches to ants to scorpions to dragonflies... and that barely scratches the surface.

Large Insects are luckily not as frequently encountered as their smaller brethren; if this was reversed, the awful beasts would have long ago swarmed the earth with gifts of their natural reproductive abilities and sheer numbers.

LARGE INSECT

SIZE: Large

C	B	A	P	I	W	F
40% [4]	50% [6]	50% [7]	45% [4]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	15/18 fly	8 (14/20/26)	7 (13/19/25)	None	None	Basic (Medium)

Athletics +10, Awareness +10, Coordination +10, Resolve +10, Simple Melee +10, Survival +10, Toughness +10

ATTACK PROFILE

Teeth or Pincers: 50% • Distance (melee engaged) • Damage (4) • Fast, Entangling, Weak

TRAITS

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Insect hide, Insect meat (6)

MAN-EATER

CRITTER

Man-eaters are a very real threat in the wilds and it is why the solitary hunter carries a bow or arquebus at their side when ranging the wilds. Creatures of this size are often predators, stalking the night and killing to feed themselves and their offspring. They do not always tower over men, but their animalistic strength and natural weaponry is unmatched against an unarmed traveler (or quite often an armed one). If given a chance, a bear will have no second thoughts about ripping your throat out as you attempt a blood-choked scream or an anaconda drag under the water to twist and drown you. These beasts cannot be faulted, though; they are simply doing what they must to survive and they hold no inherent malice. Bears, large cats like lions or jaguars, bears, sharks, great apes, pythons, komodo drakes and more are all considered Man-eaters.

The attributes below represent a sampling of animals and all the qualities may not apply to all creatures. For example, flying jaguars are still thankfully only the providence of the worst night terrors.

MAN-EATER

SIZE: Normal or Large

C	B	A	P	I	W	F
50% [5]	40% [5]	45% [6]	45% [4]	45% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	12/15 fly	6 (12/18/24)	7 (13/19/25)	None	None	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Terrible Bite or Claws: 60% • Distance (melee engaged) • Damage (6) • Finesse, Punishing, Vicious

TRAITS

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

NATURAL ARMOR (1): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

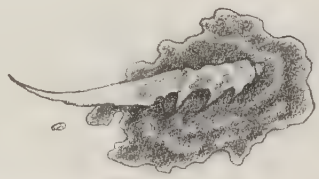
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Animal hide, Animal meat (9)



SMALL ANIMAL

CRITTER

Creatures of all sorts roam the bogs, forests, dunes and taigas of the world and their variety is nearly as endless as the night's sky. The smallest animals are generally self-sufficient and territorial, but not a very large threat in small numbers. Geese, foxes, dogs, rabbits, monkeys from the far south, jackdaws, snakes and more are all considered Small Animals, generally coming no taller than the waist of a human. Most of these creatures will only attack when provoked; if left alone, they are as harmless as a sleeping babe.

The attributes below represent a sampling of animals and all the qualities may not apply to all creatures. For example, unless a pig is ensorcelled in some way, it is doubtful it possesses the ability to fly.

SMALL ANIMAL **SIZE:** Small

C	B	A	P	I	W	F
35% [3]	40% [3]	50% [6]	45% [5]	45% [5]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	12/15 fly	3 (9/15/21)	7 (13/19/25)	None	None	Basic (Low)

Awareness +10, Coordination +10, Stealth +10, Survival +10

ATTACK PROFILE

Bite or Claws: 35% • Distance (melee engaged) • Damage (3) • Pummeling, Slow

TRAITS

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

TRAPPINGS

Animal hide, Animal meat (3)

SWARM

CRITTER

Every traveler has heard tales of a rain of toads and fish falling from the sky at the behest of a witch. Every fisherman can spin a yarn or two of massive flocks of razorbills devouring sacks of grain. Every Raconteur can speak of the time the bedeviled Pied Piper came to town, to drive out a host of rodents (and presumably children as well). Every socialite has heard the tale of hundreds of murderous crows attacking both children and adults alike in the sleepy village of Hitchcock.

Swarms of plague-bearing, natural creatures exist throughout the known world, but is largely unknown what drives them together. Nearly incalculable in number, these Swarms gather where civilization prospers. Destroying crops, blight and bringing with them disease and plague, they do great damage to those unable to take shelter.

SWARM **SIZE:** Small, Normal or Large

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [5]	45% [5]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	8/8 fly	4 (10/16/22)	None	None	None	Basic (Low)

Awareness +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Swarm: 45% • Distance (melee engaged) • Damage (4) • Fast, Powerful, Pummeling

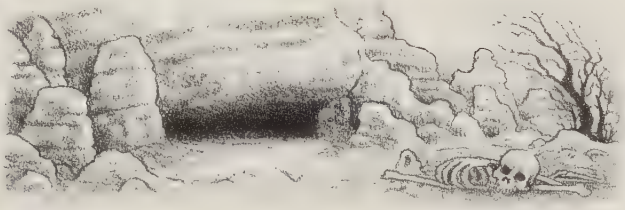
TRAITS

BLOODLESS: These creatures cannot Bleed.

CREEPY CRAWLIES: These creature can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. It also never provokes Opportunity Attacks.

DENSE ANATOMY: These creatures only suffer Damage dealt by fire.
DISEASE-RIDDEN (Filth Fever): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS
Swarm meat (3)



PRIMEVALS

Mankind is young to this world, a mere babe in comparison to other primal creatures that dwell in dark recesses of the Material Realm. Even the elder races are children to these monstrosities. Some survived the cataclysm; a time before the world was settled by the noble races. These survivors are known as Primevals; creatures who have existed for nearly a millennia as lone hunters, while their kin slowly grew fewer in numbers and died around them. The true number of Primevals that exist are unknown; they are far too insular, spread out and dangerous to count by any one person. While most of these creatures have survived the passing of time upon their own frightening merits, some are artificial; created by foul experiments to bring them back into abundance. It is thought that they have perhaps devolved to baser instincts as their lifespans have increased, as each disturbingly falls prey to one of the seven cardinal sins: pride, greed, gluttony, lust, sloth, envy and wrath. Devotion to these deadly temperaments have made them even more fierce and cunning, almost Shakespearean in predilection and tastes.

At first telling, it may sound like Primevals are simply large or aged specimens of ordinary creatures, but this is not so. Primevals possess an uncanny human-like intelligence unlike any of their natural cousins: they can speak the common tongue – albeit in only broken fragments – exhibit the same emotional range as humanity and have the wisdom of ages behind them. Old Believers – and even the dark Fey to an extent – used to worship these creatures as nature spirits or primordial gods, and would offer up sacrifices to the creatures in the form of contrition and blood. They deemed the Primevals as sacred beasts, each one a monarch of the realm they dwelled within. This is not altogether untrue, as the massive size and power of these creatures would cause them to be viewed as 'super alphas,' creatures that even the alpha of a pack must bow to and treat as a superior. Seeing an alpha grey wolf bring carcasses first to a Silverback Warg and letting them have first choice of females in the pack is not an uncommon practice. Thus, it is not surprising to find a host of their lessers flocking around them in the wilds. In some ways, Primevals are almost god-like to their host, whether they be animal or humanoid.

Few Primevals are resistant to the praise from their simple brethren or the delusional cultists that continue to worship at their feet. Consistent supplies of food, an ever-loyal pack, unswerving subjects and healthy mates are hard to come by, so they take what they can get. They can plan and scheme, but are driven by the same primal needs to eat, mate and survive. However, being intelligent creatures, some engage themselves in machinations and allegiances that extend beyond their fetid bogs and overgrown forests. Others have even fallen in league with armies of Mutants for one reason or another, their purposes known only to them.

ATTERCAP SPIDER
PRIMEVAL

In the deepest thickets of woods, where not even elder creatures of the forest dare to venture, the sky grows dark with foliage as the ground becomes sticky with Ætheric webs of shadow-stuff. This retreat is the home of the Attercap Spider.

A massive Primeval creature who has lived in the dark copses since time immemorial, Attercaps embody the cardinal sin of envy made manifest. Attercaps come in as many varieties

as normal spiders, but they often reach heights of ten to fifteen feet when fully extending their eight monstrous legs. Their eyes gleam with a terrible intellect and they speak the common tongue in a clicky, garbled mess. Most Attercaps are female and spend a majority of time protecting their massive clutches of eggs, sending swarms of her servant spiders against any who disturb her Ætheric webs. Attercaps are extremely envious of other forest natives, as they inhabit the land the Attercap believes is rightfully theirs by birthright and savagery. However, they rarely leave their cobwebs, as they have an intense aversion to light that forces them to stay in gloom.

Few have made allies or even parlayed with an Attercap; the most notable example are Goblins, who have managed uneasy alliances with these conniving spiders. Make no mistake, the Attercap controls them under threat of painful, nutrient-extracting death. The creature's motives for dealing with the Goblins is questionable, but it's thought to be as a means for the Attercap to easily expand her lair throughout the forest realm. Kobold Fanatics, specifically, are known to be quite enthralled by the Attercap – some of them worshiping the select few as gods, perhaps a manifestation of The Maw or even the Black Lodge.

ATTERCAP SPIDER

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [5]	40% [4]	50% [8]	45% [7]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	11	7 (13/19/25)	7 (13/19/25)	None	70%	Intermediate (High)

Athletics +10, Awareness +20, Coordination +20, Eavesdrop +10, Guile +20, Simple Melee +20, Stealth +20, Survival +20

ATTACK PROFILE

Mandibles: 65% • Distance (melee engaged) • Damage (5) • Fast, Vicious

Wall Crawler Spinneret: 45% • Distance (ranged 10 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

AVERSION TO LIGHT: When these creatures are exposed to any sort of light (as from a torch), they suffer a penalty of -3 to their Damage Threshold.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

NATURAL ARMOR (3): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

POISONOUS BITE: When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.

WALL CRAWLER: These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.

TRAPPINGS

Spider hide, Spider meat (9)

BARREL-BELLIED ORC

PRIMEVAL

Boars and other domesticated swine are both a common sight and source of food, but the Barrel-Bellied Orc is a different creature altogether.

A Primeval that embodies the cardinal sin of wrath, they are massive and ridge-backed, their tusks reaching a length of six feet and as sharp as any pike. The Orx, those terrible ravaging Mutants, take their name from this massive swine and the Barrel-bellied Orc does not seem to mind much. Of all Primeval species, the Barrel-bellied Orc is the least intelligent, though not through lack of adaptation. Instead, they have a predilection for red cap mushrooms. Not only does it induce visions, but it slowly eats away at their intellect and ability to plan. When not in that red mist, Barrel-bellied Orcs only wish to root around, scrounge and mate, doing very little planning for further conquest. They are surly and wrathful, charging at the slightest insult and maiming anyone who jeers at them. They do not brook fools gladly nor play games.

Barrel-Bellied Orcs are often tamed as steeds for the Orx, usually under the promise of more of the delicious red caps.

Facing down a fully enraged Barrel-bellied Orc is a terrible idea; their tusks are used solely for mauling and can run a grown man completely through. There is an odd bonus of slaying a Barrel-Bellied Orc – apparently, their meat is quite savory and full of nutrients and a single Orc could feed a starving village for a week. Orx sometimes kill old Barrel-Bellied Orcs for this purpose and they even use every piece of the animal – more than a few Orx villages, weapons and artifacts are made from shattered Orc bones, stretched hide and remnants of organs.

BARREL-BELLIED ORC

SIZE: Normal or Large

C	B	A	P	I	W	F
50% [5]	40% [6]	35% [5]	45% [4]	45% [4]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	11	6 (12/18/24)	7 (13/19/25)	None	70%	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Tusks: 60% • Distance (melee engaged) • Damage (5) • Fast, Powerful, Vicious

TRAITS

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
CHOMP: When foes Parry this creature's melee attack, it can make an Opportunity Attack at this same foe.
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.
RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Orc hide, orc meat (9), orc tusk (2)

DEATH BAT

PRIMEVAL

Death Bats are perhaps the most mysterious creature of all Primeval creatures. Personifying the cardinal sin of lust, they dwell in the deepest caves with their broods.

They are monstrous bats the height of a small hut with a wingspan of around twenty feet. They say little and venture out rarely, preferring to spend their time hanging from cavern ceilings within the colony to mate. When they go out to hunt at night, their shadows can cover entire villages, often mistaken as Pit Dragons from below. They snatch up their prey, taking it back to their cave where they claw open the victim's chest and devour the heart: their favorite food. This meal makes them extremely virile, allowing them to mate for hours: their second favorite activity. Death Bat colonies are enormous for this reason, filling entire cavern systems with chattering and toxic droppings. Death Bats say little when they do speak and their active worshippers are few and far between due to their predilection for killing them.

Those that do win the Death Bat's trust are permitted to ride them, a night on the wing that few ever forget. Death Bats will also willingly join the forces of Corruption for the pure promise of warm hearts, often allying with necromongers or Vampires. Death Bats are often quite intelligent, but care little for company other than their colonies. Many would just prefer to be left alone. Like the Pit Dragons they are often mistaken for, Death Bats also have a predilection for shiny objects. The bottom of their cave floors are often littered with baubles and coins, but the only hindrance to getting to them is having to sift through tons of toxic guano, venomous carrion insects and vicious plant life. Many have left Death Bat caves with a small fortune in treasure, only to succumb to illness a few days later.

DEATH BAT

SIZE: Normal or Large

C	B	A	P	I	W	F
35% [3]	40% [5]	50% [7]	45% [4]	45% [4]	40% [4]	40% [3]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+7	13/16 fly	5 (11/17/23)	7 (13/19/25)	None	None	Basic (Medium)

Coordination +10, Guile +10, Eavesdrop +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Vampiric Fangs: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious

TRAITS

DARK SENSE: These creatures can see in the dark.
FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.
WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Bat hide, Bat meat (6)

DIRE RAT

PRIMEVAL

Dire Rats are the smallest of the Primevals, but that does not make them any less *bijou* or foul. They are also the most common, for it seems like every major city has at least a single Dire Rat king that lords over the many other, small rodents.

About the size of a large mongrel, these rodents of unusual size often dwell in the sewers beneath a city where they search for baubles to fulfill their endless sin of greed. Dire Rats are riddled with disease and their teeth are long and gnarled. They are treated as pets of the Skrzzak, specifically bred like dogs (and exhibiting some the same qualities such as loyalty and ferocity). In that capacity, they are viewed as little more than beasts trained to hunt, rather than intelligent, elder creatures. It is said they are attracted to the smell of embalming fluid, possibly a remnant of the Skrzzak vats where they are sometimes bred (and further mutated to become Warren Runners). They are notorious hoarders; using their primitive thumbs, they collect any 'shinies' they find interesting and take it back to their junk-strewn nests.

Though not very strong, Dire Rats are both cunning and sneaky, surviving less on might and more on wits. When their stash of shinies is threatened, however, they will stop at nothing to protect their horde. Dire Rats also have an odd talent of being able to whistle, running air through their jagged teeth to produce a high-pitched melodic squeal. Legends tell that children are often drawn to this sound, eventually squeezing their way through sewer heads or storm drains to find the source. Dire Rats love to capture these children and will treat them about as well as a half-sentient rodent could; as playthings. Their real reason behind the kidnapping is to extort their family for jewels and coins, returning the child as soon as they get payment.

DIRE RAT

SIZE: Normal or Large

C	B	A	P	I	W	F
35% [3]	40% [5]	50% [7]	45% [4]	45% [4]	40% [4]	40% [3]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+7	10	5 (11/17/23)	7 (13/19/25)	None	None	Basic (Medium)

Awareness +10, Coordination +10, Eavesdrop +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Yellow Teeth: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious, Weak

TRAITS

DARK SENSE: These creatures can see in the dark.
DISEASE-RIDDEN (Bloody Flux): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

TRAPPINGS

Rat hide, Rat meat (9)

HOWLBEAR

PRIMEVAL

While other Primevals have similar appearances and mannerisms to other animals, the elusive and prideful Howlbear are unlike any other critter that wanders the wood.

They are roughly the size of – and have similar features – to a brown bear, but between their torso and their arms they have a membrane of feathers that grant limited flight; their eyes are also much more raptor-like than mammalian; and their roars sound more like avian screeches. Howlbears typically dwell in taigas or mountains, living alone. All Howlbears are asexual females who, upon reaching breeding season, will seek out a local barn and kill all the livestock within. It then lays its eggs, ingesting the dead meat to regurgitate later in their babes' mouths. Howlbears are extremely proud and protective of their brood; there is no greater danger than attempting to fight a Howlbear while she is roosting during the autumn. Once they hatch, the cubs are adorable but quite vicious, learning to hoot and speak only days after leaving their shells. One in three of these babes will survive the long cold winter, as they are born blind and must rely fully on their mother, but those that do live reach adulthood in only three years.

Howlbears hunt during storms, knowing how hard it is for their prey to see them. The most fearsome fact about Howlbears is their ability to fly – nothing instills more terror in an average person than a fully-grown brown bear swooping down upon them like a bird of prey. Frightened peasants will hire Slayers to drive out the Howlbears from their farms, especially since their eggs are considered a delicacy. In addition, Howlbear blood is regenerative and a single pint can reputedly replace opium in most alchemical processes.

HOWLBEAR

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [6]	50% [11]	40% [4]	45% [6]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10/13 fly	11 (17/23/29)	7 (13/19/25)	None	None	Intermediate (Medium)

Athletics +20, Bargain +20, Eavesdrop +20, Intimidate +20, Resolve +20, Simple Melee +20, Stealth +10, Survival +20, Toughness +20

ATTACK PROFILE

Talons & Beak: 65% • Distance (melee engaged) • Damage (8) • Powerful

TRAITS

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

STRAFING TALONS: When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.

TRAPPINGS

Howlbear pints of blood (18), Howlbear hide, Howlbear meat (12), Howlbear eggs (3)

SILVERBACK WARG

PRIMEVAL

The Silverback Warg is almost never seen, as this horrid creature operates from the shadows and deep in the midst of their packs. Displaying the cardinal sin of sloth, the Warg is a massive black wolf with a shock of silver hair running to it tail, though its face is nearly hairless. Its enormous jaws are peeled back in a near-permanent Cheshire Cat-like grin and it has a maniacal cackle that heralds its arrival. Silverback Wargs spend most of their time in their den, sending their hordes of alphas out to hunt for them and bring back tribute. They often like to devour their prey while they are still alive, lounging on comfortable rocks while surrounded by females in heat. They also love games and taunting, natural tricksters that will let their prey go only to pounce on them when they turn their backs. Japes and trickery are one of the Silverback's favorite pastimes. When the Warg gets up enough energy to fight on its own merits, its teeth and claws can rend any armor or flesh asunder in just a few swipes. They will then lick the scraps and wander back to their perches, falling asleep until their droves of supplicant wolves bring them another meal.

Silverback Wargs are often seen as holy creatures of the Winter King faithful, beings that should be respected perhaps not as gods, but something greater than a normal animal. Scripture says that the Winter King once journeyed for many months with a Silverback Warg as a companion and despite the Warg's nature it proved a valuable ally. In their arrogance, Silverback Wargs are more than aware of this situation and many will dwell near villages of the Winter King's supplicants in order to exploit the inhabitants for free meals and a modicum of undeserved protection from the White Wolves. This isn't entirely one sided, as the Warg will often ward off greater predators that threaten their village in a kind of codependent survival relationship.

SLIVERBACK WARG

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [6]	40% [5]	45% [7]	50% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	13	5 (11/17/23)	7 (13/19/25)	None	55%	Intermediate (Low)

Awareness +20, Athletics +10, Coordination +10, Eavesdrop +10, Guile +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +10

ATTACK PROFILE

Rending Bite: 65% • Distance (melee engaged) • Damage (6) • Fast, Vicious

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Silverback warg hide, Silverback warg meat (9)

WATER PANTHER

PRIMEVAL

Of all the Primevals, the Water Panther is perhaps the most dangerous (and oddly named).

Water Panthers are massive bull alligators whose heads are the size of a cart and scales possess the resilience of steel. Water Panthers were created thousands of seasons ago by

sorcerers in order to guard their island lairs. Now, they lurk in swamps or glide through the fetid sewage that flows under every city. Water Panthers have two moods: they have either fed recently and thus are calm and communicative or they have not eaten and are in the throes of a feeding frenzy. They will snap up any morsels that float near them, rolling around in a frenzy to rip their prey limb from limb, swallowing each chunk with a hearty gulp. They are driven by hunger in everything they do, embodying the sin of gluttony, feeding when they don't even have a desire to eat. Rumors abound that a Water Panther can easily devour a division of footmen in under a minute; upon hearing this, a Water Panther will often chuckle and say they've eaten things 'far more grandiose'.

The Water Panther has long held an odd relationship with the reptilian Aztlan. They have long dwelt on the native lands of the Aztlan and perhaps were even there before those invaders arrived from the Vault of Night. Water Panthers often willingly offer themselves up to the Aztlan as war machines or moat protectors, wanting nothing in return. Perhaps this is a form of reptilian camaraderie that a Human mind could not understand or the Water Panther has even more obtuse plans than the Aztlan. Either way, the Aztlan often treat Water Panthers as trusted allies and mounts, though more than one Aztlan has become a midday meal for the crocodilians. The Tlaloc at times like to claim that they brought up the Water Panthers out of the primordial ooze, but the Panthers know this to be just another of a Tlaloc's many lies.

WATER PANTHER

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [7]	50% [8]	45% [4]	45% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	10	8 (14/20/26)	7 (13/19/25)	None	None	Intermediate (Low)

Athletics +10, Awareness +20, Guile +20, Intimidate +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +10

ATTACK PROFILE

Horrendous Bite: 65% • Distance (melee engaged) • Damage (7) • Fast, Vicious

TRAITS

DEATH ROLL: When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

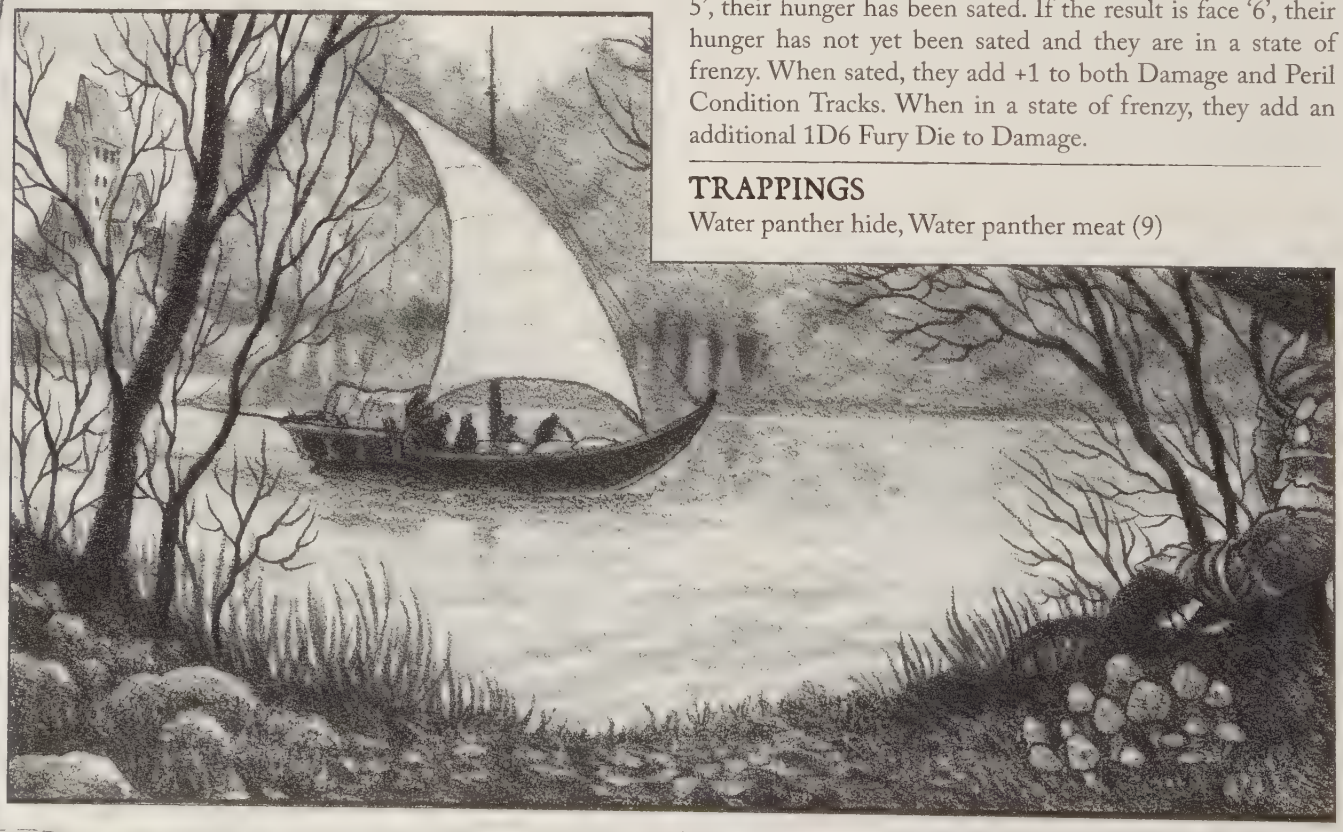
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

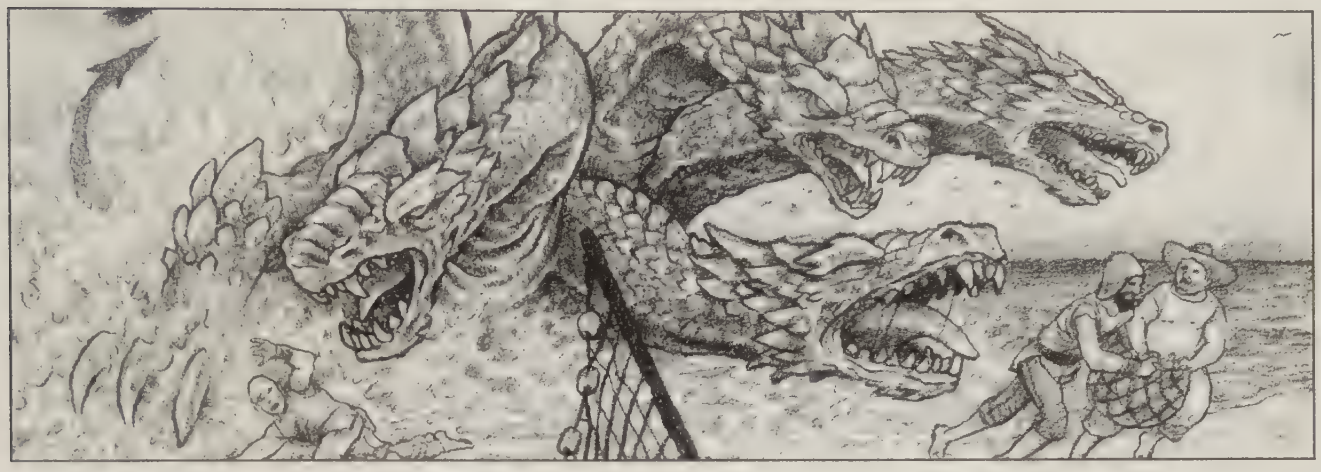
WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Water panther hide, Water panther meat (9)



BEAST



BASILISK

BEAST

A surprising and frightening number of creatures in our dark world possess the ability to paralyze their victims, leaving them alive and motionless, but able to feel every inch of pain inflicted. One of these beasts is the ancient Basilisk, creatures so secluded that they were once thought to be a tall tale.

Basilisks are massive snake-like creatures, their squamous bodies extending roughly the length of a carriage and having the thickness of an Ogre's thigh. Their scales are mottled green and brown and the top of their serpentine heads are crowned with small horns. Their eyes are a sickly green color, almost that of bile and their gaze is what they use to paralyze their foes. Their meal only needs to meet their eyes, succumbing to rigor where they stand. Despite their size, Basilisks do not have very large teeth and in fact lack fangs, unlike most pythons. Instead, they secrete an acidic bile from ducts in their throat, a liquid they drip onto the still-living bodies of their food. They then tear away melted chunks of flesh, an excruciating experience that their victim cannot even scream from. A Basilisk's lair will sometimes be full of a dozen meals, all in various states of devoured and in various stages of life – the stench is terrible and the fear is palpable.

Basilisks usually live alone and when they mate, the female will kill the male for sustenance during the long incubation period. It is believed there was once a campaign to eliminate these beasts, as they are both prone to Corruption and are able to produce fast-growing broods numbering in the dozens. Because of this, it was long thought that they were wiped out of existence. However, recent reports of standing, half-consumed torsos and trails of acidic spittle have provided terrible evidence to the contrary. The best defense when fighting a Basilisk is to destroy its eyes, leaving it all but defenseless. Their organs, especially their eyes, acid glands and hearts, fetch great prices among the mystical circles – few feel bad about hunting these beasts and some kingdoms offer incentives for killing them during state-sanctioned 'hunting seasons'.

BASILISK **SIZE:** Large

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [5]	40% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	8	8 (14/20/26)	7 (13/19/25)	None	65% (Natural)	Intermediate (Low)

Athletics +10, Awareness +10, Coordination +10, Simple Melee +10, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Acidic Spittle: 55% • Distance (ranged 5 yards) • Load (1 AP) • Damage (Special) • None

Vile Claws: 55% • Distance (melee engaged) • Damage (8) • Pummeling, Slow

TRAITS

ACIDIC SPITTLE: These creatures can use their saliva as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage

Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

EYES WIDE SHUT: When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.

PETRIFYING GAZE: When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.

POISON RESISTANCE: These creatures are immune to poisons.

TRAPPINGS

Basilisk eyes (2), Basilisk hide, Basilisk heart

BOG BEHEMOTH

BEAST

Terrible things lurk beneath the muddy waters and shallow bogs of the lands. Not only caimans, snakes and man-eating fish, but the oddly malevolent and hidden Bog Behemoth.

The Bog Behemoth has the same general form as an octopus, but the similarities end there. They are massively grotesque, easily able to rip off a foe's head with their sharp beak. Their eight tentacles are as thick as logs and flail about like whips, as their ever-turning eyes twist in place. They are generally pinkish in color, but they possess color-changing skin that lets them blend into nearly any environment. They do not need to breathe water – as long as their skin is moist, they can survive. Bog Behemoths are stealthy hunters, hiding under mud beds or as floating debris waiting for prey to walk by – after which, they strike with blinding speed. Though the Bog Behemoth will eat fish, beavers, alligators and so on, they are a real threat to swamp-dwellers and river-going marines. Their tentacles are extremely strong and can crush ribs, able to toss its victims yards away with little effort. Luckily, Bog Behemoths are curious creatures and often get distracted easily and can be made to retreat if exposed to fire.

Myths abound that Bog Behemoths are actually intelligent, nearly sentient. Although they are stealthy, Behemoths are able to coordinate with one another to set up archaic traps and knowingly torture their food for something amounting to entertainment. Luckily, they are few in number and seem to all have an unhealthy fear of fire – the flames easily catch their moss and lichen-ridden bodies alight, so they go up in flames quite nicely if they cannot immediately find a water source to dive into. That may not balance out their beastly strength and the tendency for their muck-covered limbs to cause terrible infections, but any concession you can take with these monsters is quite worth it.

BOG BEHEMOTH — SIZE: Large

C	B	A	P	I	W	F
50% [5]	45% [13]	40% [6]	45% [4]	35% [3]	40% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	13 (19/25/31)	10 (16/22/28)	None	None	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +20, Eavesdrop +20, Intimidate +20, Resolve +20, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +20, Toughness +20

ATTACK PROFILE

Thrashing Tentacles: 80% • Distance (melee engaged or 9 yards) • Damage (13) • Powerful, Reach

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

CRIPPLING CONSTRICTOR: When these creatures

maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Bloody Flux): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FLAILING TENTACLES: These creatures can attack up to 9 foes in an Engagement with one Attack Action. In addition, their tentacles have the Reach Quality, able to strike foes up to 3 yards away.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

HERP DERP: These creatures are easily distracted. When their Turn starts, they must succeed a Resolve Test or else lose 1 AP.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Remnant trappings of undigested victims (3)

CHIMAERA

BEAST

The Chimaera is a legendary beast, best known for its distinctively monstrous and confusing form. However, the Chimaera is not a singular type of creature, but rather a whole designation of bestial creatures which display incongruent traits to those found in nature.

Chimaeras are thought to be the blessed avengers of the Demiurge's wrath. The most common Chimaera has a leonine body with goatish hind-legs, bristling with muscle, fur and sores. They have three heads on their broad shoulders – one of which is an angry dragon, one of a roaring lion and one of a braying goat. Their long tail ends in a spiked tine, venom drools from their elongated fangs while bat-like wings extend from their shoulders. However, this is only an example of one form that a Chimaera can take – Chimaeras have been found with as many as eight heads, possessing the body of creatures like a rhinoceros with the flexibility of a serpent. The heads all have their own independent brains and they will often fight over food or mates when not in combat – however, they work terribly well together when the time comes to hunt their prey.

Chimaeras are the war beasts of choice for the Chosen of Chaos, chained and starved to be the most ferocious when brought into battle. They also breed them, selling the brood to unscrupulous lords to add to their terrible menageries. For incumbent summoners, their hearts hold the very secret to draw Ætheric Spirits to the Material Realm. If a Chimaera is ever encountered in the wild, they are extremely territorial and will not hesitate to kill anything that threatens them. But every storm has a lining – Chimaeras are surprisingly parental, raising their egg-birthed broods very carefully for nearly a decade before releasing them on their own. If you think a territorial Chimaera is dangerous, imagine one that is protecting its young.

CHIMAERA — SIZE: Large

C	B	A	P	I	W	F
45% [4]	45% [12]	40% [7]	45% [6]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	13/16 fly	13 (19/25/31)	9 (15/21/27)	75%	70%	Advanced (High)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Ragged Claws: 75% • Distance (melee engaged) • Damage (12) • Slow, Vicious

Spit Fire: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

Spiked Tail: 75% • Distance (melee engaged or 1 yard) • Damage (12) • Reach, Slow, Powerful

TRAITS

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

FIERY RETRIBUTION: These creatures can use Spit Fire as an Opportunity Attack without having to Load.

FOUL MUTATION: When these creatures are encountered,

roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

NATURAL ARMOR (1): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POISONOUS BITE: When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

SPIT FIRE: These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.

STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.

WEAK SPOT (Legs): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Chimaera's heart, Chimaera's hide, Spiked Tail

COCKATRICE

BEAST

Dragons are a rarity thankfully, but that doesn't stop the populace from declaring every vaguely reptilian beast to be one of those serpentine demons. One of the dragon-like legion is the laughable, yet still dangerous, Cockatrice.

Cockatrices are often the familiars of witches, strange hybrid creatures that are as affectionate and loyal as any hound – albeit far more diabolical. Cockatrices are created by having a hen incubate a Wyvern's egg, strangely causing the embryo within the egg to naturally mutate. A Cockatrice eventually emerges, it's body resembling a scaly Wyvern, but its head being that of a rooster. They don't grow much larger than a chicken, but Cockatrices are savage and prone to rapacious violence. Their vision is also extremely specialized, so much so that their gaze causes their victim to be frozen in a statue-like rigidity. This is not for nutrients, as Cockatrices often feed on vermin and insects – instead, it makes a convenient way for their master to capture a person without all the screaming and general hassle of abducting an animated target. The Cockatrice's only desired reward is raw rats and a coo of affection.

To tell the story of the lap dog chicken-snake to Lowborn dirt farmers may illicit a laugh, but the adventuring-minded know just how dangerous these creatures can be. Their beaks and talons are razor sharp and if they are found in the wild, they hunt in cooperative packs that can easily swarm even the most veteran of fighters. They are fast and surprisingly cunning, able to swoop from above or snap at tendons below. The only positive is that they are quite dumb aside from that, easily suffering from sensory overload if they are ever attacked from multiple sides. Cockatrices are frighteningly quite common and are often pets of nascent warlocks or wizards who have only just begun to dabble in the black arts of Magick.

COCKATRICE — SIZE: Normal

C	B	A	P	I	W	F
50% [5]	40% [6]	35% [5]	45% [4]	45% [4]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	11/14 fly	6 (12/18/24)	7 (13/19/25)	None	45%	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Sharp Beak: 60% • Distance (melee engaged) • Damage (5) • Fast, Finesse, Vicious

TRAITS

EYES WIDE SHUT: When this creature's eyes are successfully struck with a Called Shot (otherwise treated as their head), they lose their ability to use Petrifying Gaze.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HERP DERP: These creatures are easily distracted. When

their Turn starts, they must succeed a Resolve Test or else lose 1 AP.

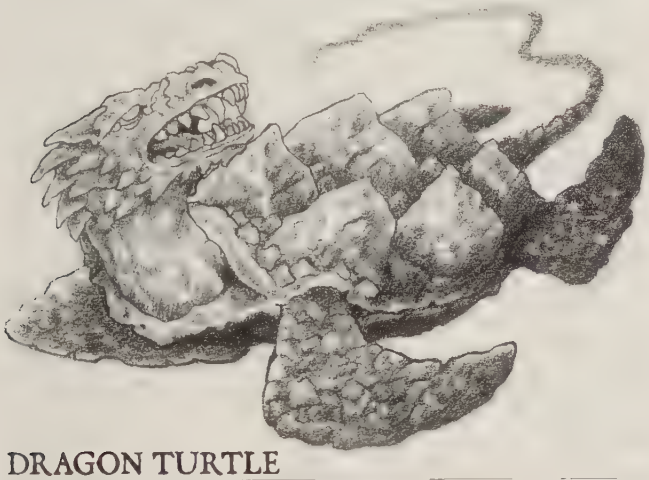
PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

PETRIFYING GAZE: When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.

TRAPPINGS

Cockatrice hide, Cockatrice heart



DRAGON TURTLE

BEAST

Dragon Turtles have thought to be very distantly related to dragons, hence the namesake. When spied from below the surf, they are as large as a cottage; squat yet very powerful. Their legs are more like flippers than actual claws and their back is a spiney shell that juts out of the water as they swim. Their head is smooth and beaked, with a terrible crushing power that they use with a crocodilian death-roll to rip their prey asunder. Dragon Turtles spend most of their time deep in the ocean, feeding on phosphorescent fish, squid and the occasional shark. Though they cannot breathe underwater, they can hold their breath up to an hour with little effort. Dragon Turtles only breach the surface to walk upon the shore in order to lay their clutch of eggs. If left alone during this time, they are harmless and will return to the sea when their brood hatches. Unfortunately for them, Dragon Turtle eggs are considered a delicacy in many parts of the world, so the Dragon Turtle fatality count is higher than you would think.

Dragon Turtles are vicious when provoked. They can exhale scalding steam from their throats and their natural strength and armor are obviously helpful. However, they are also quite intelligent and able to telepathically communicate – not in any language, but rather in impressions and feelings. Storms, however, seem to whip something up in their minds – during bad typhoons, they will sunder ships and devour their crews for no reason. Some Elven scholars believe the Dragon Turtles are what kept the Siabra oath-breakers away from their home for so long.

DRAGON TURTLE — SIZE: Huge

C	B	A	P	I	W	F
45% [4]	45% [12]	40% [4]	45% [6]	35% [3]	40% [9]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10	16 (22/28/34)	12 (18/24/30)	None	None	Advanced (High)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Snapping Jaw: 75% • Distance (melee engaged) • Damage (12) • Punishing, Slow, Vicious

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

CHOMP: When foes Parry this creature's melee attack, it can make an Opportunity Attack at this same foe.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

MONSTROUS BELLOW: When these creatures successfully use a Litany of Hatred, they inflict 2D10+[BB] physical Peril.

NATURAL ARMOR (4): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.

UNNATURAL VISCERA: These creatures are immune to

attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.

WEAK SPOT (Legs): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Dragon turtle egg (3), Dragon turtle hide

FEN WYRM

BEAST

Bog Behemoths, brigands and disease are more than enough to worry any man who treks through fetid swamps. But something even worse dwells in the muck – the terrible Fen Wyrm that scholars are not entirely convinced isn't just a dragon without its wings.

Fen Wyrms are draconic creatures, roughly the same size and shape as a young dragon. Their heads are massive and broad, so heavy that their necks sweep downward rather than upward. They do not possess wings, but their scales are tough and naturally colored for camouflage in their murky environments. Their hide is severely ridged and slung low to the ground, giving them a low center of gravity that makes them all but unmovable. They are naturally suited to their swamps and bogs, burrowing into a muck-filled habitation. Luckily, Fen Wyrms are eternally stupid and only act on instinct; further, their massive steps and braying betray their coming from yards away. Fen Wyrms favor eating large mammals and can consume multiple tons of food a day without growing lethargic. Their metabolisms are extremely high, being able to eat nearly anything they can wrap their jaws around.

Fen Wyrms usually dwell with a mate, so where there is one, there is often another. They are fiercely protective of their families and will kill any other Fen Wyrm or creature if it looks appetizing enough or wanders too close. Fen Wyrms have a tendency to hoard the shiny objects that drop out of their prey's pockets, using them often as a nest for their young neonates. Many have tried to attack Fen Wyrms for their hoards, mostly on the rumor that they are not as powerful as aged dragons, but that has resulted in many bone-strewn mires and will-o-wisps fluttering near their fetid cave entrances.

FEN WYRM

SIZE: Large

C	B	A	P	I	W	F
40% [6]	45% [9]	40% [7]	35% [3]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	10	13 (19/25/31)	None	None	None	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Powerful Bite: 70% • Distance (melee engaged) • Damage (9) • Pummeling, Slow

TRAITS

AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DEATH ROLL: When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

NATURAL ARMOR (4): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.

UNNATURAL VISCERA: These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.

TRAPPINGS

Poison sack (as a dose of Animalbane) (3), Poison sack (as a dose of Beastbane) (3), Poison sack (as a dose of Folkbane) (3)

FODDERLING

BEAST

One of the most bizarre beasts of the known world, Fodderlings nearly seem like mobile, bouncing balls of rubber from a distance. However, when they get close, pray you are able to kill them before these vicious beasts fall upon you.

Fodderlings are bipedal, subterranean creatures that appear to be a mole rat or a leech, but not quite either. They are vicious and fast, living in large broods in the deepest part of caverns. There is evidence that Fodderlings may be fungoid creatures, but the dead are often dragged away by Orx parties before they can be examined. Fodderling breeds differ much like dogs, identified by how many rows of teeth, color of their leathery skin and prominence of their horns. Due to their general small stature and quicksilver speed, they are the chosen mount of roving Goblin gangs, as well as attack beasts in the Orx WAAAR! Hordes. Fodderlings are carrion eaters, devouring the corpses of those slain by their riders. The more they consume, the larger they grow in size; a whelp can be no bigger than a small but vicious dog, while a full grown adult could easily support the weight of a Hobgoblin. When not used as mounts, Fodderlings are a convenient food source and potential catapult ammunition for Orx WAAAR! Hordes.

Fodderlings are unintelligent, even less so than an ordinary herd of cattle and nigh untrainable. They exist only to eat or be eaten. Their Goblin masters assemble them into massive herds and then send them to attack, both actions requiring violence, not subtle coaxing. Riders of Fodderlings will often have to dangle food on a stick in front of the creature's face, just to prevent it from bucking the rider and devouring them. Their breeding habits are odd, apparently only breeding in the darkest parts of caves under absolute darkness. Newborn Fodderlings are still just as vicious as their parents, able to devour an Ogre's hand in one bite. These creatures are true pests, as their massive bulk tramples farmlands and their savage attacks killing cattle. Many nations have bounties specifically on Fodderlings, both in hopes to reduce the damage they cause and to waylay Goblins. It also helps that Fodderlings do taste rather good, often compared to fine pork; despite that, many taverns that serve it would never mention that their pig roast is actually Fodderling bunghole (as it is the only meat upon a Fodderling worth eating, the remainder tasting of bile).

FODDERLING — SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [6]	35% [3]	40% [4]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	6 (12/18/24)	None	None	None	Basic (Low)

Intimidate +10, Simple Melee +10, Survival +10, Toughness +10

ATTACK PROFILE

Vicious Bite: 60% • Distance (melee engaged) • Damage (5) • Slow, Vicious, Weak

TRAITS

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRAPPINGS

Fodderling hide, Fodderling meat (3), Fodderling teeth (9)

GRYPHON

BEAST

Gryphons are legendary beasts in their own right, their majesty and power used as a symbol on many a military banner. Some armies are said to have even tamed one as a mounts, but their ferocity could maybe prove otherwise.

Gryphons are avian creatures, roughly twice the size of the largest destrier. Their head and front legs are of those of a majestic eagle, complete with plumage, razor sharp talons and a crooked beak. Their body and hindquarters are either those of a lion or of an equine – those with a horse body are often called 'hippogryphs', though the two types often interbreed. From their shoulders sprout a massive pair of eagle-like wings, easily spanning twenty-five feet from tip to tip and casting a huge shadow wherever they take to the air. Gryphons are solitary creatures who live on the highest mountain peaks, where they dwell with a mate and tend to their hatchlings. They hunt by swooping down on their prey, grappling them into their talons and returning to the nests to feed them live to their young. Their favored quarry are horses, cattle and other domesticated animals. Being noble creatures, they rarely – if ever – eat humanoids. But, they will defend their nests to the death.

Gryphons have a natural enemy in the Harpies, who intrude upon their territory and try to steal their hatchlings. Likened to pests, their mountainsides are often littered with the broken bodies of Harpies and the remains of Gryphon chicks, sometimes called 'sky graveyards'. Gryphons have an upper hand because they are doubly smarter than Harpies, with almost human-like cleverness and sensibilities. These qualities have sent many royal Animal Tamers to wrangle a mount for their lord and some have been successful, passed down in song such as *Greywind the Swift*, *Falkor the Luckdragon* and *Balthazar, Scourge of the Plains*. But this is not the norm – Gryphons are free-spirited and do not want to be caged, escaping with every opportunity if they are not provided with the freshest of game and choicest of mates.

GRYPHON

SIZE: Large

C	B	A	P	I	W	F
45% [4]	45% [7]	40% [12]	45% [6]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	18/21 fly	8 (14/20/26)	9 (15/21/27)	None	80%	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Talons: 75% • Distance (melee engaged) • Damage (12) • Finesse, Slow, Vicious

TRAITS

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

CHAMPION'S CALL: One foe is left Defenseless to all this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DEATH ROLL: When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

NATURAL ARMOR (1): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.

STRAFING TALONS: When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.

WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Gryphon egg (3), Gryphon hide

HARPY

BEAST

The only thing worse than a thief is one you cannot catch. The only thing worse than that is the Harpy, a wicked creature who cackles and schemes for its awful treasures.

Harpies are horrific beasts, with bodies that look like the combination of an old woman and a corvid, such as a crow, jackdaw or raven. Their flesh is emaciated and drawn out, their arms being underlined with oily black wings that allow them surprisingly quick flight. Their noses are crooked and their eyes beady, perfectly attuned to spot and feast on small prey such as rats or snakes, only ever hunting at night. What makes them most dangerous is their propensity for theft and murder – they will often swoop on travelling caravans at night to steal up any shiny object that catches their eyes. The more heavily guarded treasures are dealt with more deceptively. They'll sing ribald songs – though they only imitate and do not know their meaning – to attract travelers, eventually ripping at their throats and sorting through their purses for the most intriguing treasures. Appropriately enough, Harpies are thought to be distant relatives of the Siren, perhaps from a single ancestor that split off millennia ago.

Although Harpies are the bane of wanderers, they also have a mortal enemy in the Gryphons. The two beasts often make nests on adjacent mountains, staring at each other in malice. Often, Harpies are too busy infighting with their nest mates to do anything, but will sometimes band together to steal Gryphon chicks or baubles dropped by a Gryphon's victims. These aerial battles are both breathtaking and terrifying to behold, as Harpies must swarm a singular Gryphon if they wish for any chance of victory. Gryphons will generally have the upper hand, but some ravaged nests of those beasts prove that sometimes even the Harpies win.

HARPY

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	50% [5]	45% [8]	40% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	14/17 fly	5 (11/17/23)	7 (13/19/25)	65%	75% (Natural)	Intermediate (Medium)

Athletics +10, Awareness +10, Charm +20, Coordination +20, Eavesdrop +10, Resolve +10, Simple Melee +20, Survival +20, Toughness +20

ATTACK PROFILE

Ragged Talons: 65% • Distance (melee engaged) • Damage (8) • Finesse, Weak

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

CAPTIVATING CRY: When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

STRAFING TALONS: When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.

TRAPPINGS

Harpy's treasures (9)

HYDRA

BEAST

Dwelling in the coves along the ocean shores, the Hydra emerges rarely, often to dive into the waters to hunt for their meals of Sirens and lonesome sailors. When it materializes, all along the shore flee in terror at the creature's undulating form.

Hydras are thick, serpentine creatures, who rearing up can easily match the height of a Nephilim. Sprouting from their torsos are multiple, thick necks, each one ended in a writhing and spitting reptilian head. Their skulls look much like any other serpent, but their snouts are tipped with beaks instead of soft scales. Each head of the Hydra is independent and able to attack on its own and one can be decapitated without causing the beast to fall. Supposedly, Hydras can also grow back any heads they lose, though the process takes multiple years and the head is worthless while growing. In addition to their bulk and sharp beaks, Hydras also have the capacity to spew fire from their mouths, cooking their meal before gorging themselves upon it. They are fierce predators, becoming more dangerous as they grow injured, risking every undulating limb to simply destroy whatever intends them harm.

Hydras are insular by themselves, but have been known to be tamed and harnessed by the Chosen of Chaos to use as living siege weaponry. They are terrifying and effective foes, seemingly endless in the number of heads they have and tireless in battle. Hydras are very long lived by themselves and clever, some even attack trading vessels to get at their stores of fish in their holds. Other times, less educated communities take up the Hydra as a squamous god, one they shower with gifts and sacrifices. These worshipped Hydras are often very old and powerful and rather admire their position of luxury and bounty. Not surprisingly, Hydras of this age also have the ability to speak the common – albeit forked – tongue.

HYDRA

SIZE: Large

C	B	A	P	I	W	F
45% [4]	40% [10]	50% [9]	45% [6]	40% [4]	40% [7]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	12	15 (21/27/33)	10 (16/22/28)	None	80%	Advanced (High)

Athletics +30, Awareness +30, Coordination +20, Guile +30, Intimidate +20, Scrutinize +30, Simple Melee +30, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Terrible Teeth: 75% • Distance (melee engaged) • Damage (9) • Fast, Finesse, Vicious

Spit Fire: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Bloody Flux): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

IN THE FACE: These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

SPIT FIRE: These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.

UNBRIDLED RAGE: When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.

TRAPPINGS

Hydra hide

JABBERWOCKY

BEAST

Burbling through the *tulgey* wood *wiffles* the *manxome* Jabberwocky, a beast so absurd that is must either be the product of random chance or a cruel trick by the gods to put people in a *kerfuffle*.

The only word to describe a Jabberwocky is **obtuse**. Their body looks like that of an old, hairless sloth, from which sprouts their neck, four gangly limbs, a kangaroo-like tail and two stunted wings. The neck is long and serpentine, crowned with a fish-like head possessing long antennae, donkey-teeth and lidless eyes. Its tail is long, furred and curls humorously, though it is prehensile and can be used to tangle up foes. Its hands end in long claws, but they are dull as horse hooves and only used for grabbing and scooping – save one digit that is incredibly cumbersome yet sharp and vicious. Their bipedal legs are much like those of a lizard and in fact their arms and legs are both comically scaled. They are far too heavy to fly, but their wings are expressive and flap when the Jabberwocky is excited or threatened. They prey on all manner of woodland animals, but their awkward shapes and movements leave them with extended periods where they border on starvation.

Jabberwocky are intelligent and capable of speech, though they speak in extended nonsense soliloquies. They'll scratch cartoonish drawing inside their cavernous lairs using their 'Vorpal Claw', depicting people and animals engaged in all manner of unseeming pleasures. They favor games and riddles – both of which they are very good at – but they are quite dull in a debate or any other mental pursuit. Jabberwockies are hard to kill, their skin almost rubber-like in quality while their limbs able to regenerate even if sundered. There are a fortunate few of them catalogued in the world and while there is no evidence that they can breed, Jabberwocky will say they've lived *upteenths of turmings*, whatever that means. Jabberwockies are not inherently hostile, but they will lash out at anyone who refuses to entertain them with a game or riddle. Some have gone mad through their periods of starvation, making their bizarre forms even more alien. The only reason to actively hunt a docile Jabberwocky is its singular claw – legend says they can be sharpened into a 'vorpal sword', a blue-grey blade that can *snicker-snack* any *bandersnatch* or *jubjub* bird. Other tales of the vorpal sword seem to prefer the tried and true tradition of it being used to *snicker-snack* a head off another, until it goes *plip-plop* onto the ground.

JABBERWOCKY — SIZE: Large

C	B	A	P	I	W	F
45% [6]	45% [10]	35% [4]	45% [10]	40% [4]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+13	7	12 (18/24/30)	7 (13/19/25)	None	35%	Advanced (High)

Athletics +30, Awareness +30, Eavesdrop +30, Gamble +10, Guile +30, Intimidate +30, Scrutinize +20, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Dull Hoofs: 75% • Distance (melee engaged) • Damage (10) • Pummeling

Vorpal Claw: 75% • Distance (melee engaged or 1 yard) • Damage (10) • Punishing, Reach, Slow, Vicious

Lashing Tail: 75% • Distance (melee engaged or 6 yards) • Damage (10) • Pummeling, Slow

Wall Crawler Grasp: 45% • Distance (ranged 13 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

DISEASE-RIDDEN (Bloody Flux): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FECKLESS RUNT: When this creature's Turn begins, roll 1D6 Chaos Die. If the result is face '6', they elect to attack that Turn with a senseless object that does no Damage.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.
KILL IT WITH FIRE: Only after these creature's remains are set On Fire are they forever Slain!.
MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
POISON RESISTANCE: These creatures are immune to poisons.
POISONOUS BITE: When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.
REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.
UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
WALL CRAWLER: These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.

TRAPPINGS

Vorpal Claw (Zweihänder with Castle-forged & Vicious Qualities)

SIREN

BEAST

You only need to hear the tales of drunken sailors, commiserating over stories of fellow seamen diving into the ocean to never return, to at least lend credence to the myth of Sirens.

Sirens are foul aquatic beings, from the waist up appearing at a distance as comely maidens or men but in fact are horrendous. These beasts play at pretending to be stranded on rocks, tangled in fishing nets or caught under kelp. If a sailor ever approaches to help a Siren, their true form is revealed. The Siren maintains the bulk of its body under the water to belie its bestial origins. Below the water, it has a long, serpentine tale, with manta-like wings attached to the side that aid in swimming and short bursts of flight. Once lured in, the Siren wraps their prey within these fleshy wings, using a proboscis in their abdomen to penetrate the victim's spine and extract their brain fluid for nutrition. The corpse of their victims wash up days later, appearing as if they have drowned and been dashed against rocks upon cursory glance – leaving others none the wiser of the Siren's existence. Dwelling in underwater shoals together, they protect their clutches of overgrown roe. Siren are borderline intelligent, able to charm and woo with their cries, but are actually of animal intelligence, akin to sharks.

Sirens have long haunted the waters, singing their clarion calls that bring oarsmen and fishermen to their lustful dooms. Most are found near the shore, but pods of them have been found in the most chthonic of depths. Sirens and Harpies are undoubtedly kin, and sometimes Siren are seen leaving prey on rocky outcroppings for their brethren to pick at. Sirens are also collectors of baubles like their sisters and bring the most choice of treasures into their underwater cloisters. Many an adventuring party has tried different

erudite methods to reach these caches below, but most have washed up weeks later with a bloated goat stomach deflated of air and a punctured spine.

SIREN

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [5]	40% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	11/14 fly	8 (14/20/26)	7 (13/19/25)	65%	75% (Natural)	Intermediate (Low)

Athletics +20, Awareness +10, Charm +20, Coordination +20, Eavesdrop +10, Guile +10, Resolve +10, Simple Melee +20, Survival +20

ATTACK PROFILE

Razor Fin: 65% • Distance (melee engaged) • Damage (8) • Pummeling, Weak

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

CAPTIVATING CRY: When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

STINGING TENTACLE: When these creatures deal Damage, at their option, they can force a foe to Resist a Stunning Blow.

TRAPPINGS

Siren's treasures (9)

WYVERN

BEAST

The wretchedness of great Pit Dragons may have originally grown their pattern from their stunted cousins in Wyverns, beasts so close in shape as to be almost indistinguishable to the more common Pit Dragon.

Wyverns have a few noticeable differences from their Abyssal counterparts. The first most obvious is that Wyverns only have two limbs, their arms instead being replaced by jointed, leathery wings. Wyverns are also smaller than Pit Dragons, most the size of a large horse or panther. They are also much bulkier than their kin, as their necks and torsos are firm muscle rather than obsidian scales. While they are unable to exhale flames, Wyverns have barbed tails that drips incessantly with venom. That does not make them any less dangerous – Wyverns are adroit hunters that share several qualities with aerial raptors. They can solve basic problems, have excellent perception and prefer to dive bomb their meals or drop heavy stones upon them. Some Wyverns have a taste for humanoids, but most feast on the easy and meaty livestock found on any farm. When confronted, most Wyverns will try to escape – they will only fight if they have no other means of escape, using intimidation first before striking.

Much like Gryphons, Wyverns have been tamed as mounts, though often more by Mutants than the Chosen of Chaos. A few famous Orx Bigbosses have ridden Wyverns into battle, armored with scrap-heap barding and a mish-mash of buckles and leather straps. They provide a great aerial advantage, as well as fooling humans into thinking the Mutant is borne upon an actual Pit Dragon – a tactic that has won more than a few battles. Wyverns, however, are generally short lived – they lay their first clutch at about a year and die naturally within ten years. They also take wounds terribly, as their wings are weak spots prone to great damage.

WYVERN

SIZE: Large

C	B	A	P	I	W	F
45% [6]	40% [7]	50% [9]	45% [8]	35% [3]	40% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	15/18 fly	9 (15/21/27)	10 (16/22/28)	None	80%	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +20, Simple Melee +30, Stealth +30, Survival +20, Toughness +20

ATTACK PROFILE

Claws & Teeth: 75% Distance (melee engaged) • Damage (7) • Pummeling, Vicious

Lashing Tail: 75% • Distance (melee engaged or 3 yards) • Damage (9) • Fast, Finesse

TRAITS

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

LASHING TAIL: These creatures can attempt an Opportunity Attack with their tail at the end of their Turn.

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POISON RESISTANCE: These creatures are immune to poisons.

POISONOUS BITE: When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

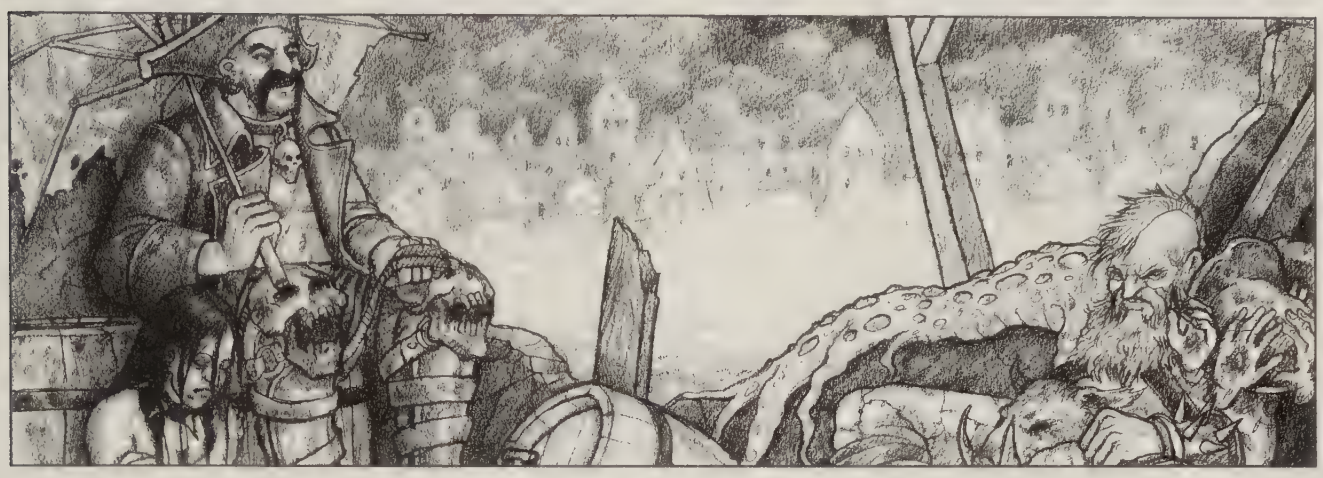
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Poison sack (as a dose of Animalbane) (3), Poison sack (as a dose of Beastbane) (3), Poison sack (as a dose of Folkbane) (3)

HUMANOID



AZTLAN

Hundreds of thousands of years ago, before even the lowliest worm had crawled upon the soil, the heavens yawned open and rained fire upon the land. Pelting the ground were perfectly spherical meteors, shod of a metal none had seen before, supernaturally cool to the touch; pieces that were perhaps a part of an even larger machine. Crashing into fetid jungles, these steel comets broke open with a misty hiss and from them emerged the Ancient Ones: chthonian and cyclopean monstrosities of unfathomable shape. The Ancient Ones observed the land around them, the last survivors of a race that had met with disaster before coming to this world and found the bogs and cypress trees much to their liking. The Ancient Ones were patient creatures, having lives that are far longer than today's Ancestry can comprehend and they set to work. Using their vast arcane technology, they uplifted the lowly lizards and amphibians around them, raising them from small insect hunters to sentient, humanoid creatures. The creatures they uplifted viewed the Ancient Ones as gods and were more than accepting of this new designation. In the following centuries, the newly-dubbed Aztlan (pronounced *Ahz-lahn*) built up a massive civilization constructed across the swamp, one that bowed deeply before their nigh-immortal lords.

But all was not right, as a remnant of the Ancient Ones' vessel had ruptured far to the north, causing a great rift to open to the Abyss. Demons of all sorts swarmed out and threw themselves at the Aztlan. Though they managed to stave off the invaders through mighty Magicks, dozens of the Aztlan temple cities had fallen and countless Aztlan lay dead. The shared consciousness of the Ancient Ones snapped; they vowed to not tolerate any threat whatsoever to the Aztlan's well-being and thus became insular and fanatic. They left the Tlaloc (pronounced *Tlah-lohk*) – one of the Ancestries they uplifted – as the guardians of the Aztlan and retreated once again to the stars. Without the guidance of the Ancient Ones, the Aztlan fell into decadence and intolerance – and while not inherently violent, today they will annihilate any who dares stand in their way.

Aztlan are divided between different species, each species a different caste and each serving a different function in their aged society. Their culture is highly regimented and inflexible; since their caste is their species, they can never change their caste or their role in their society. All Aztlan citizens are both required to be educated and be a part of a militia-like unit, creating one of the most regimented and disciplined forces across the known land. Aztlan dwell within the ruins of their temple-cities, each city lead by one Tlaloc that the city's population worships as earth-bound god-kings. These cities fluctuate between different states of disrepair, as their Tlalocs are slow and laconic creatures who plan for centuries in deep meditations, decades passing until one makes an address that their Lacertilia priests interpret. It is only at these time that the other castes receive instructions send scouts to look for new materials.

Aztlan society is also one of conformity, entire lifespans being scheduled down to the hour and dissidents being executed. Combined with their near-destruction at the hands of the forces of chaos, Aztlan are insular and paranoid. Anyone who intrudes on their land or breaks one of the hundreds of vague yet draconian laws dictated by the Aztlan society are captured and brought to great bathing pools to be drained of their blood for the Tlaloc. Aztlan often also venture out on 'great liberations', massive military campaigns against beings deemed a threat to their society. They have made violent contact with many creatures, but they have also been known to ally with other humanoids against mutual threats, such as the hated, plague-bearing Skrzzak.

Aztlan forces are awful to behold: though their weaponry is often made of stone and bronze, their military minds and their training of their lizard-like mounts that roam the jungle are intimidating to say the least. If a Tlaloc decides to emerge from its slumber to battle, say prayers to the gods as they are mighty magicians who often carry remnants of their aged and failing technology.

GEKKOTA

AZTLAN

Aztlan cities can be massive, some ranging into the tens of thousands of residents. Millions of tons of stone are used to build the massive stepped pyramids and housing of the city and thousands upon thousands of bushels of maize and head of cattle are needed to support the populace.

The species who make up the very infrastructure of the temple-cities are the massive Gekkota (pronounced *Gek-ko-tah*). Muscular, with hard scales and roughly the size of an Ogre, the Gekkota are laborers and farmers. They inherited many qualities from their alligator-ancestors and other crocodilians, including the massive heads and fearsome tempers. Gekkota are noticeably silent, unable to speak beyond hissing or growling, but still maintaining the cunning intellect of all Aztlan. Gekkota are long lived and rarely breed, seeing their spawn as little more than an inconvenience to their work. They spend their long lives hauling massive stones to build the cities and harvesting the back-breaking step crops that each city's residents subsist on. That being said, the Gekkota are the most fearsome of foes – their massive jaws rend limb from limb and their scales are so thick that they seem impervious to missiles.

Though they seem disenfranchised, Gekkota bear much civic pride in their drudging duty. To them, they are building the palaces of the gods and feeding their servants, an honor which only they have the ability to carry out. Aztlan society is organized by castes, but the only ones on a higher level are the Tlaloc – all the others carry an equal burden and responsibility. The highest honor that a Gekkota can carry is being promoted to one of the Silent Guardians, an elite group of Gekkota whose job involves being the personal bodyguard to Tlaloc god-kings. These few are the ones that actually perform the de-sanguination of captives into the bathing pools. That being said, the Gekkota have the dishonor of being the least evolved of Aztlan, chosen by the Ancient Ones for only their brute strength and nothing more. They can easily go feral, becoming too wild to reign in and being released into the fetid swamps surrounding the city. Some say that the oldest of these feral Gekkota are the mysterious Water Panthers, but little proof supports this.

GEKKOTA — SIZE: Normal

C	B	A	P	I	W	F
45% [9]	40% [9]	50% [5]	45% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	8	11 (17/23/29)	7 (13/23/25)	85% (Defensive)	80%	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Intimidate +30, Leadership +10, Martial Melee +30, Simple Melee +30, Simple Ranged +10, Stealth +10, Toughness +30, Warfare +30

ATTACK PROFILE

Saw-toothed Sword: 75% • Distance (melee engaged or 1 yard) • Damage (9) • Fast, Light, Vicious, Weak
Bronze War Hammer: 75% • Distance (melee engaged) • Damage (10) • Powerful, Slow
Unhinged Jaw: 75% • Distance (melee engaged) • Damage (9) • Pummeling, Weak

TRAITS

AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.
CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.
DARK SENSE: These creatures can see in the dark.
DEATH ROLL: When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.
NATURAL ARMOR (2): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
POISON RESISTANCE: These creatures are immune to poisons.
WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated,

they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Bronze hammer, Gekkota hide, Munitions plate armor, Saw-toothed sword, Wooden shield

IGUANIA

AZTLAN

Swarming the Aztlan temple-cities are the seemingly endless masses of the Iguania (pronounced *I'gwan-ya*). By far the most populous of all the Ancestries evolved by the Ancient Ones, the Iguania serve as both the commoners and military backbone of the city-states.

Iguania are the height of an adult Human and have the general features of an iguana or monitor-lizard, most likely from their great ancestors. Iguanias start their lives in the massive and sweltering birthing temples, where they were laid as eggs by their mothers, concentrated with all other eggs in the city. When they hatch after a few weeks, Iguanias already are birthed with knowledge of combat, how to fend for themselves and how to survive. They are then led into massive training grounds, where they undergo rigorous and regimented training in the spear, sword and bow, all becoming elite soldiers – each like the last. If any Iguanias show any sign of weakness or corruption while training, they are killed – thrown into the Tlaloc's bathing pools, providing them with a great service even in their inept deaths.

Despite being stringent and exacting in their mannerisms, not all Iguania are the same. They come in a wide variety of colors and shapes, but all possess ridges along their spines that are popularized as status symbols. When not in training or worship of their Tlaloc, they compete in tests of strength and cunning, often through blood sports or a strange game involving a hard-rubber ball passed through hoops. But at any moment, Iguanias will pick up their ancestral weapons and wade into battle to eliminate threats to their way of life. Iguanias are trained to kill only when absolutely necessary – their favored tactic is through fear, disarmament and capturing prisoners of war. They then take their captives to their Tlaloc, sacrificing them and draining their blood to keep the lords nearly invulnerable and ageless. However, 'foul blooded' creatures like demons of the Abyss and the Skrzzak are to be killed without mercy, as their blood is too unclean to be bathed in.

IGUANIA — SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	10	6 (12/18/25)	7 (13/23/25)	75% (Defensive)	60% (Natural)	Basic (Medium)

Awareness +10, Coordination +10, Ride +10, Simple Melee +10, Simple Ranged +10, Stealth +10, Warfare +10

ATTACK PROFILE

Pole Cleaver: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach

Javelin: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS

AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DARK SENSE: These creatures can see in the dark.

POISON RESISTANCE: These creatures are immune to poisons.

TRAPPINGS

Blackroot, Fire-hardened spear, Folkbane, Iguania hide, Leather armor, Javelin (3), Wooden shield

LACERTILIA

AZTLAN

All Aztlan possess a cold, alien reptilian intellect, one that is so foreign to humanoids to be nearly impossible. This is shown even further in the Lacertilia (pronounced *La-cer-til-i-a*), the second most common species of Aztlan.

Lacertilia serve as artisans, priests and scholars, possessing an ancestral memory that reaches back hundreds of years. Lacertilia are small and slight, roughly the size of a stout Dwarf and possessing physical traits of chameleons, such as mimicry. Lacertilia are birthed and hatched only one at a time so as best to raise them to be intellectuals. Not only is their knowledge passed down through their bloodline, but as is their place in society – a Lacertilia born in a unit of masons will always be a mason, as it is the will of the Ancient Ones and the universe. There is only one way in which Lacertilia can be elevated above their station: the most intelligent are chosen to serve by the side of the Tlaloc, serving as their interpreters and caretakers. Just like their Iguania brethren, Lacertilia are trained in the military arts – though they serve as scouts and spies rather than front-line fighters.

The Lacertilia and their Tlaloc lords share very similar qualities, as they too descend into long states of meditation to brood on their intellect, their skin mirroring the patterns and colors of the environment they sit within. Lacertilia are perhaps the most important cog in the machine of Aztlan society, as they provide all the services that involve at least a measure of skill. They are also the species who has by far the most contact with the outside world – Lacertilian emissaries will trade with humanoid states and even form alliances at times. They are said to speak with the voice of the gods and thus are treated as leaders outside of their own cities.

LACERTILIA — SIZE: Normal

C	B	A	P	I	W	F
40% [4]	40% [4]	50% [7]	45% [7]	45% [4]	40% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	10	7 (13/23/25)	9 (15/21/27)	None	60%	Intermediate (Medium)

Awareness +10, Coordination +10, Education +10, Folklore +20, Guile +10, Handle Animal +20, Resolve +10, Ride +20, Simple Melee +10, Simple Ranged +20, Stealth +20, Warfare +10

ATTACK PROFILE

Shiv: 50% • Distance (melee engaged) • Damage (4) • Fast, Weak

Xenostaff: 60% • Distance (melee engaged) • Damage (8) • Adaptable, Finesse, Weak

Bolas: 60% • Distance (ranged 18 yards) • Load (2 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FWIP! FWIP!: These creatures may spend 3 APs to attack twice with ranged weapons without Loading.

PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.

POISON RESISTANCE: These creatures are immune to poisons.

SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

TRAPPINGS

Blackroot, Bolas (3), Brigandine armor, Folkbane, Lacertilia hide, Xenostaff

TLALOC

AZTLAN

The Tlaloc (pronounced *Tlai-lohk*) are strangers to this world, the original servants of the Ancient Ones brought along to aid their labors. Tlaloc assert that they are from beyond the heavens, brought here by some divine chariot that was annihilated over our earthly sphere.

When they were abandoned by the Ancient Ones, they were invested with vast knowledge and Magickal potency in order to rule until the Ancient Ones returned. Though the Tlaloc have a long memory, few can remember with any detail what their old homestead was like and they often treat it more like a mystical locale of legend than their actual birthing place. Tlaloc are the *de-facto* rulers of the Aztlan, with one lording over each temple city. They are voluminous and adipose batrachian creatures, very rarely journeying far from their royal palaces, being borne on palanquin by Gekkota when they do. They are unimaginably ancient – to stay alive, they bathe in massive pools of their enemy's blood, absorbing it to prolong their lifespan. Some of the most ancient Tlaloc never leave their pools, as it would mean certain death for them. Tlaloc also think in terms of centuries, often meditating on problems for dozens of decades before uttering some cryptic missive for their Lacertilia to interpret and lead their people with.

The Tlaloc are treated as gods among the Aztlan castes. And even to a layman outsider, Aztlan powers border on the god-like. They are formidable arcanists, using Magicks that some argue are not even native to this world. They are highly intelligent and their Ancestry shares a collaborative hive-mind that allows them to communicate instantly. Tlaloc also have hidden caches of their ancient technology, artifacts that could level forts and spread lakes of disease with just a push of a button. What is stopping the Tlaloc from leading their Aztlan to conquer the world is the inflexibility of their orders. Before the Ancient Ones left, the Tlaloc were told to remain static and unmoving – at least until the stars were right and the Ancient Ones returned to reclaim what was rightfully theirs. Not only do they wait as ordered, they know that to activate their celestial engines that would enable them to conquer this world would also unleash the Abyss and so destroy the world before the Aztlan could even complete their conquest. They believe mortals are under-evolved life forms worthy of little less than bathing pool fodder, but the Demons are threats to both the Tlaloc, their people and potentially the entire celestial sphere.

TLALOC

SIZE: Huge

C	B	A	P	I	W	F
40% [4]	40% [4]	45% [4]	45% [7]	45% [7]	50% [11]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	7	6 (12/18/24)	14 (20/26/32)	75%	55% (Natural)	Advanced (High)

Bargain +30, Eavesdrop +30, Education +30, Folklore +30, Incantation +30, Intimidate +30, Resolve +30, Scrutinize +30, Simple Ranged +30, Warfare +30

ATTACK PROFILE

None

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously. Assuming Æthereal Form and Material Form costs 2 APs.

ÆTHERIC DOMINATION: When these creatures would potentially invoke a Chaos Manifestation, they must have two or more face '6' on Chaos Dice to invoke it.

AVERSION TO LIGHT: When these creatures are exposed to any sort of light (as from a torch), they suffer a penalty of -3 to their Damage Threshold.

AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DARK SENSE: These creatures can see in the dark.

LUMBERING BRUTE: These creatures cannot Charge, Run or use Movement Actions that require 3 AP.

POISON RESISTANCE: These creatures are immune to poisons.

THE CHANGER OF WAYS: When these creatures are made subject to Chaos Manifestations, they can roll twice and choose the most desirous result. Finally, they can

Counterspell for 0 APs and can use Dispel Magick without having to make an Incantation Test.
UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Reagents for all Magick spells (9), Tlaloc hide

CHOSEN OF CHAOS

The Corruption – chaos made manifest – is a looming threat, both unknown and dangerous to all of this mortal coil. Though the layman fears the spread of mutation and the raw, Ætheric power of wizards, very few fully accept or are chosen by chaos. These would-be Chosen of Chaos are the select few who have surrendered themselves fully to the Abyss and proven themselves worthy of their dark gifts.

Far beyond the realms of civilization, where night lasts for days and the countryside is bound in an endless cold taiga, the Chosen gather at a rift to the Abyss located in the recesses of a vast canyon, the unholy warmth flowing out of the Abyss to warp the surrounding land into an ever shifting nonsensical and improbable pattern of terrain types. There, the Chosen dwell amongst their blasphemous lords, laying with succubae and consorting with Abyssal hordes. These warriors thirst for power, hoping that their service will elevate them into a terrible Dread Count to serve at the beck-and-call of the four Princes of the Abyss. Chosen are often humans, though several cultures have been fully absorbed by the Corruption. Dwarves given to the Corruption call themselves Dvergar (underdweller), whereas Elves call themselves Siabra (exile). These Ancestries are both ridden with mutations, which makes them more creature than man. Chosen will take on aspects of the Abyssal Prince that bestowed their favor upon them. The servants of the Abyssal Prince of Decay grow bloated and diseased while chosen of the Abyssal Prince of Violence gain a skin of brass and cloven hoofs. Those who seek to supplicate the Abyssal Prince of Pleasure have grossly monstrous sex organs and sultry voices while those that pray to the Abyssal Prince of Change are able to grow chitinous appendages that resemble swords from their arms and bleed incessantly from every orifice. All Chosen are conniving and powerful, binding alliances with other Chosen to build their power and breaking them just as easily. They have no sympathy or care for the peoples of the southlands, viewing them as blind children who have yet to see the 'ultimate truth' of the lure and ecstasies in the Abyss.

The northern wastes are a brutal and terrible place. Even before the rift to the Abyss opened and the Corruption came pouring out, the land was barren and hardscrabble; thousands of miles of featureless tundra at the top of the world, cloaked in almost eternal night. Now the terrain is mutable and ever shifting, fueled by the taint of the Corruption. Moors and deserts, mountains and valleys spring in and out of existence like a willful child playing with mud. Massive standing stones of fell power jut out of the ground and fall again, as whispers and screams echo all around. This is a sacred place to the Chosen, the closest they can be to their gods before their transformation. Demons dwell along the fringes, constantly at war against each other's servants in orchestration with the endless machinations of the Abyssal Princes. This wilderness

does not only attract humanoids either: creatures of all types, from Nephilim and Ogres to Goblins and Orx, can be found amongst the ravening numbers waiting for their gods to shine favor down upon them. There is no law in these lands, more a giant writhing mass of ruinous bodies who feel only the eager itch to destroy all that is not of the Corruption. It is insanity to behold and sure death to any outsider or empire who dares tread past the blasphemous borders.

Though the Chosen are brutal and vile, they are not impatient; the Abyssal Princes have waited a millennium to return to the Material Realm and they will wait many more to overtake it. Chosen hosts are terrible to behold, as the wretched form of the Chosen ride in the vanguard astride black, horses, with slavers in their wake piloting barbaric war machines that seem to have come from an insane fever dream. They will kill indiscriminately, but just as readily take prisoners back to serve as slaves, concubines and sacrifices.

DREAD COUNT

CHOSEN OF CHAOS

There are only a handful of mortal agents that the Abyssal Princes hold dear. They have a myriad of names: *Brood-That-Rules, The Chosen* and *Black Sepulchre*, among others. But no matter what they call themselves, these Dread Counts are some of the most terrible and powerful creatures that have ever existed, their potential just short of that of a Higher Demon.

Dread Counts are a terrible hybrid of two Chosen of Chaos: a Fell Knight and a Havoc Conjuror. When an Abyssal Prince has decided to show favor to the chosen, the two beings undergo a twisted and painful ceremony. Lasting days, involving self-mutilation, ingesting hallucinogens and inhaling Wytchstone Essence, the two lieutenants finally fuse together into a massive mountain of demon-born humanoid flesh. Their dark, infernal armor becomes permanently and grotesquely fused to their skin and upon their forehead is emblazoned the 'Mark of Chaos' of their favored Prince. Beyond that, their forms are horribly mutated and their knowledge of both warfare and Magick unparalleled. The new Dread Count speaks in a layered voice, its two halves both separate and as one. Dread Counts are few in number and in fact they only appear every handful of decades. But those that do have the ability to unite the warring hordes to potentially wipe the land clean of all that is right and human. If not, they often lead a horde of mutated beings all their own and are treated as unto demigods – proof of their Abyssal Prince's endless love.

The Dread Count only aspires to higher and higher positions of power. If they do right by their Princes and slaughter to their satisfaction, the Prince will wrap them in their fetid embrace and transmute them into the blessed form of a Higher Demon. However, should the Dread Count curry disfavor with the Princes, they will smite them at the wave of a hand – throwing them down into the lowest layers as a Shimmering Mimic, cursed to spend the rest of their days as a wretched protoplasm or endure the eternal climb to demonhood at the bottom of the pit once again. Thus all Dread Counts will exalt the honor and actions of all the Princes – making them dangerous foes indeed.

Rumor also states that at times, the Princes will invest a large majority of their power into a single Dread Count. This being, often called 'The Usher', is fabled to unite the hordes of Corruption and lead them to victory over the Material Realm.

DREAD COUNT — SIZE: Large

C	B	A	P	I	W	F
55% [10]	50% [6]	50% [6]	50% [6]	50% [11]	50% [8]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	9	11 (17/23/29)	11 (17/23/29)	95% (Defensive & Protective)	None	Elite (Unique)

Athletics +10, Awareness +20, Folklore +20, Handle Animal +10, Incantation +30, Interrogation +10, Intimidate +30, Leadership +20, Martial Melee +30, Navigation +10, Ride +30, Scrutinize +20, Simple Melee +10, Toughness +30, Warfare +20

ATTACK PROFILE

Morgenstern: 85% • Distance (melee engaged) • Damage (11) • Adaptable, Powerful, Vicious

Steel Staff: 65% • Distance (melee engaged) • Damage (11) • Adaptable, Pummeling

Military Lance: 85% • Distance (melee engaged or 1 yard) • Damage (11) • Reach, Vicious

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

EVER-CHOSEN: When these creatures are encountered,

it is clear which of the Abyssal Princes they worship from the marks they bear and the particular gift of darkness they have been given). Those who worship the *Abyssal Prince of Decay* can inflict a random Disease upon a foe when they generate a Fury Die. Those who worship the *Abyssal Prince of Change* can Critically Succeed at casting one Petty, Lesser and Greater Magick without having to make an Incantation Test. Those who worship the *Abyssal Prince of Pleasure* can use their Possession ability to control a foe for hours, instead of minutes. Those who worship the *Abyssal Prince of Violence* add a 1D6 Fury Die to all Damage they do, regardless of whether it is from weapons or Magick.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

OCCULT MASTERY: When this creature Channels Power and succeed at their Skill Test, they Critically Succeed instead.

POSSESSION: These creatures can use *Skin Guest* from the Arcana of Sorcery without having to make an Incantation Test. In addition, they do not have to maintain Concentration.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if they are of the Basic Risk Factor, they provoke Stress If they are of the Intermediate Risk Factor, they provoke Fear. Finally, if they are of the Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

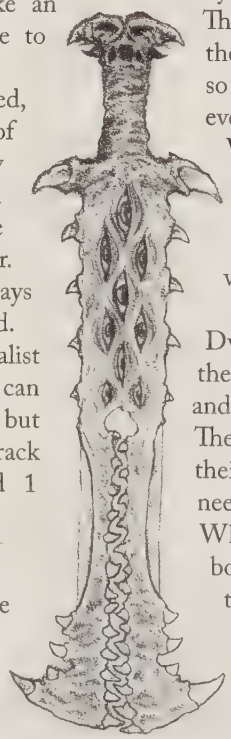
TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Metal shield, Military lance, Morgenstern, Reagents for all Magick spells (9), Steel staff, Infernal holy symbol, Wilderness cloak, Wytchstone Essence (9)

DVERGAR

CHOSEN OF CHAOS

There were once a clan of Dwarves, who upon digging through their mountains found a huge cache of Wytchstone shards. They immediately struck it out of the ground to harvest and the damage was done: the energies of the arcane seeped into their brains, making them obsessed with the substance. They dug harder and deeper, passing stone and clay in search of more. They eventually dug so far they emerged in the volcanic belly of the earth, but by that time they were too far gone. The whole clan's minds were eaten by the Corruption, their bodies warped by the Wytchstone they crave so dearly. They became xenophobic and militant, eventually becoming so paranoid of their hoards of Wytchstone that they ignited a war with the 'surface' Dwarves that killed thousands. The clan was then struck from every known history book and they became forever known as the *Dvergar* – a Dwarven word that means 'underdweller'.



Dvergar have been tinged by the Wytchstone and their magma-filled fortresses – their beards are black and ashen, their skin dusky with the texture of basalt. Their eyes are a piercing red and tusks grow from their jaws. Dvergar specialize in gunpowder, as they need it to blast through the hard rock they mine in. When Dvergar do take to the surface, they function as bombardiers for the armies of Corruption – bringing their terrible magma-driven war machines to the front line to launch volleys of lava. Some Dvergar become Havoc Conjurors instead, their exposure to heat being a natural boon. Otherwise, the Dvergar stay within their obsidian ziggurats deep underground, contemplating.

DVERGAR

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	50% [5]	40% [5]	35% [6]	40% [4]	45% [4]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	8	9 (15/21/27)	7 (13/19/25)	45%	None	Intermediate (Low)

Awareness +10, Bargain +10, Drive +20, Guile +10, Resolve +10, Simple Ranged +20, Stealth +10, Survival +10, Tradecraft +20, Warfare +20

ATTACK PROFILE

Knuckleduster: 45% • Distance (melee engaged) • Damage (5) • Fast, Pummeling

Blunderbus: 65% • Distance (ranged 9 yards) • Load (4 AP) • Damage (6) • Gunpowder, Shrapnel, Volatile, Weak

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

DARK SENSE: These creatures can see in the dark.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GUTTER RUNNER: When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.

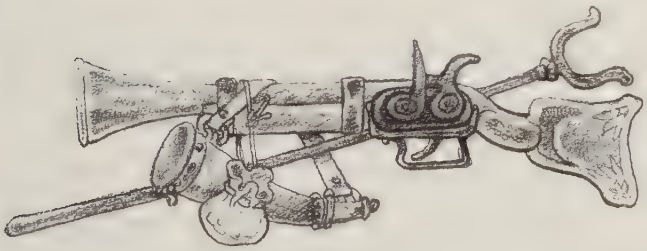
HATRED (Goblin): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

SHOTGUN BANG!: When these creatures successfully strike with a ranged weapon possessing the Gunpowder Quality, they automatically Load their weapon for 0 APs.

SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

TRAPPINGS

Blunderbus, Gunpowder & shot (9), Knuckleduster, Mail armor, Vile holy symbol, Wytchstone Essence (3)



FELL KNIGHT

CHOSEN OF CHAOS

At times, a Howling Marauder will rise above his peers – unmatched in violence and hatred, having laid waste to hundreds of the sane minded – all to exalt the Abyssal Princes.

The Marauders recognize the terrible power of their fellows and in a terrible ceremony that involves bathing the chosen in the blood of their enemies, they knight them in the terrible energies of the dark lords – turning them into Fell Knights. Fell Knights become lieutenants among the Chosen of Chaos, bedecking themselves in spiked steel armor and carrying axes that could cleave a man in twain just by touch. They are paladins of the Abyssal Princes, devoting themselves first to them and the Dread Count they serve under second. The Princes look with favor upon these dark templars, imbuing them with dark gifts of mutation and corruption. Fell Knights have all the discipline and martial prowess of any knight of the realm, but almost an opposite set of virtues that revolve around destruction, murder and forced conversion. To uphold these unholy tenants is to be closer to the Princes.

Fell Knights may be some of the most powerful of mortal Chosen of Chaos, but they aspire to an even greater status – one of a Dread Count, the Abyssal Princes' chosen children: the brood that rules. Fell Knights will often go on what is called 'The Black Crusade': excursions in the world in order to recover relics, people or locations that could curry favor with their Abyssal masters. They lead large bands of Howling Marauders out of the mountains and down into the occupied valleys, slaying all for terrible glory. Fell Knights are convinced that the more they maim and slaughter, the more the Abyssal Princes will rain blessings upon them and possibly grant them a seat in the endless pit of the Abyss.

And given the histories of most known Dread Counts, this seems like the most likely way to achieve their dark goal.

FELL KNIGHT

SIZE: Normal

C	B	A	P	I	W	F
50% [8]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	7	11 (17/23/29)	9 (15/21/27)	80% (Defensive & Protective)	None	Intermediate (High)

Athletics +10, Awareness +10, Folklore +10, Handle Animal +10, Interrogation +10, Intimidate +20, Leadership +20, Martial Melee +20, Navigation +10, Ride +20, Simple Melee +10, Survival +10, Toughness +20, Warfare +20

ATTACK PROFILE

Morgenstern: 70% • Distance (melee engaged) • Damage (9) • Adaptable, Powerful, Vicious

Military Lance: 70% • Distance (melee engaged or 1 yard) • Damage (9) • Reach, Vicious

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

CHAMPION'S CALL: One foe is left Defenseless to all this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Metal shield, Military lance, Morgenstern, Munitions plate armor, Vile holy symbol

HAVOC CONJUROR

CHOSEN OF CHAOS

The Abyssal Princes not only grant terrible corruption and madness, but also the gift of fell sorceries. The Abyssal Prince of Change is even believed in some circles to be the source of all Magicks, so it's unsurprising they give powers to their favored thralls.

Thus is birthed the Havoc Conjuror, an arcanist of unrestrained Corruption who has been seen fit to be granted powers from beyond this mortal coil. Havoc Conjurors are always cloaked in an aura of mystery – while Fell Knights may remove their helm to show their true terror, Havoc Conjurors are both covered in heavy plate mail and dark robes – sometimes their eyes are not even visible beneath all the fabric and metal, but the ones that are there whisper with arcane energy. Havoc Conjurors are found worshipping all the Abyssal Princes, save for the Prince of Violence – to Him, Magick is a blasphemy and a weakness. Havoc Conjurors were believed to come about through corruption due to incomplete summoning of demons – resulting in their terrible mutations and slavish worship of them. Havoc Conjurors are rarely alone, as they are often served by an impish familiar and a retinue of Howling Marauders – many even serve side-by-side with Fell Knights as lieutenants beneath a Dread Count.

The arcane might of the Havoc Conjuror is notably different from a mortal practitioner – they draw on the dark powers of the Abyss, learning the Arcana of Pyromancy and Sorcery. But these are not normal Magicks of those types – their Pyromancy is ash and flowing magma, their dark Sorcery is mad and full of chaotic whisperings. Havoc Conjurors are

a force to be reckoned with, but they often serve in a more supplementary role on the battlefield. They also serve as ferrymen for the Chosen of Chaos, driving terribly massive battle-wagons that lead the insane folk into the jaws of war. Much like Fell Knights, Havoc Conjurors also aspire to become Dread Counts, though their game is a longer and slower one of building up stores of power rather than carving a path of the dead.

HAVOC CONJUROR

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	45% [6]	40% [5]	35% [3]	40% [4]	50% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	8	11 (17/23/29)	11 (17/23/29)	65%	40%	Intermediate (High)

Bargain +20, Coordination +10, Drive +20, Education +20, Folklore +20, Handle Animal +20, Incantation +20, Intimidate +20, Ride +10, Scrutinize +10, Simple Melee +20, Survival +10

ATTACK PROFILE

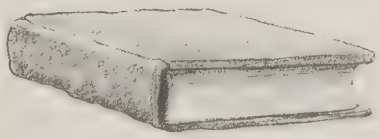
Steel Staff: 65% • Distance (melee engaged) • Damage (4) • Adaptable, Pummeling

TRAITS

DARK SENSE: These creatures can see in the dark.
FIREPROOF: These creatures and their possessions are entirely immune to Damage from fire.
FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.
GIFT OF DEVILS: These creatures ignore the Heavy Quality of armor to cast Magick.
MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

TRAPPINGS

Arcane tome with 3 Lesser Magick spells, Arcane tome with 6 Petty Magick spells, Munitions plate armor, Reagents for all Magick spells (9), Steel staff, Vile holy symbol, Wilderness cloak, Wytchstone Essence (6)



HOWLING MARAUDER

CHOSEN OF CHAOS

Living far to the north of civilization, where both the Abyss and the frozen gales bite at your very soul, the Howling Marauders make their savage homes.

Born on horseback, Marauders are barbarians: women and men who have grown in their frost-rimmed villages, taught to hold the Abyssal Princes above all other gods. They are a hardy and powerful people, towering over most other men and being nearly twice as strong. Composed of countless tribes with individual traditions, their one consistency is their devotion to the Corruption made manifest. They raid defenseless northern villages often, storming walls while immersed in hallucinogenic-fueled rages with only a weapon and their armor to defend them against the bite of both cold and steel. They return to their homes with riches and slaves, both to be sacrificed to myriad Abyssal abominations. This is all in hopes that their peers will look favorably upon them and invest them to rise as Fell Knight: the only thing they desire more than glory on the battlefield.

At first sight, Howling Marauders seem to have no culture aside from outright barbarism, but that is not the case. Each tribe has their own nuanced traditions, gods and ideas that set them apart from their clansmen across the valley. Infighting is extremely common, so much so that brother often runs brother through in the heat of battle. Howling Marauders are also slightly open to those who have not tasted Corruption – they don't see them as enemies, but rather mewling babes who have yet to taste the sweet nectar of life. If someone can storm into a Marauder camp, drink their weight in mead, devour a whole boar and bed the first person they see, the raiders will take you in as one of their own without a second word.

HOWLING MARAUDER

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	50% [6]	40% [5]	35% [5]	40% [4]	45% [4]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	8	7 (13/19/25)	7 (13/19/25)	75% (Defensive)	40%	Intermediate (Low)

Athletics +10, Handle Animal +10, Guile +10, Navigation +10, Resolve +10, Ride +20, Simple Melee +20, Simple Ranged +20, Survival +10, Toughness +10, Warfare +10

ATTACK PROFILE

Threshing Flail: 65% • Distance (melee engaged) • Damage (6 or 7 with shield) • Adaptable, Weak

Francisca: 65% • Distance (ranged 9 yards) • Load (1 AP) • Damage (6) • Light, Throwing, Weak

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.

BLITZ: When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

I GOT AXE FOR YOU: After this creature makes an Attack Action with a melee weapon, they can immediately make an Opportunity Attack with any one-handed ranged weapon with the Throwing Quality on the same Turn.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

UNBRIDLED RAGE: When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.

TRAPPINGS

Francisca (3), Hide armor, Red cap mushrooms (3), Threshing flail, Vile holy symbol, Wooden shield

NEPHILIM

CHOSEN OF CHAOS

A relic of kingdoms long forgotten, Nephilim are members of an Ancestry in irrevocable decline. Frighteningly tall and massive humanoids that often stand taller than eighteen feet, Nephilim are now a shadow of their once-former glory.

These giants and giantesses have existed for centuries, building up their aged cities in the clouds long before other humanoids knew what fire was. They prospered for many years amidst the mountain homes, believed to be favored by the gods, until they too, were struck by the same tragedy that caused the Ogre's empire to fall and sent them on a vicious warpath. Besieging the Nephilim's sky castles, starving and vicious Ogres ascended to the highest of mountains to camp *en masse* on their doorstep, demanding food and ale from the insular Nephilim. When the Nephilim refused, the Ogres battered down their walls and slayed the Nephilim indiscriminately, tearing down their castles when the bloodshed was over. The Nephilim's once-formidable sky castles fell to the ground like falling stars. What remained of the towering race spread to the four corners of the lands, a disenfranchised people who live with the guilt of losing everything their ancestors built for them.

In the centuries since, Nephilim as a race have wholeheartedly sunk into their cups, smelling terribly of sour wine, yesterday's meal and piss. They have long memories and they wish to erase the failure of their kingdom by drinking themselves into oblivion. Most are wanderers, wearing little clothing and carrying nothing more than their ever-present sack that contains assorted bits of food, treasure and interesting dead things. Though not inherently stupid, many Nephilim tend to be on a par with Ogres or Orx when it comes to brains. Unfortunately, their fall from the heavens has sent their race

into a spiral of depression and addiction to booze, a trait which has been carried from generation to generation. Despite being in a near-constant drunken stupor, Nephilim are surprisingly perceptive and fairly quick, though their massive strides may explain the latter. They are also obviously extremely strong and vigorous – displayed by their favorite weaponry of tree trunks and boulders – but also tend towards bouts of terrible anger if they are ever harmed. They also naturally have an intense hatred of Ogres, as those creatures are the ones that sent the Nephilim so low.

NEPHILIM

SIZE: Large or Huge

C	B	A	P	I	W	F
45% [4]	50% [14]	35% [7]	40% [4]	40% [4]	45% [6]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+7	10	15 (21/27/33)	9 (15/21/27)	75%	35%	Advanced (High)

Athletics +30, Bargain +30, Eavesdrop +30, Gamble +30, Intimidate +30, Rumor +30, Simple Melee +30, Simple Ranged +30, Survival +30, Toughness +30

ATTACK PROFILE

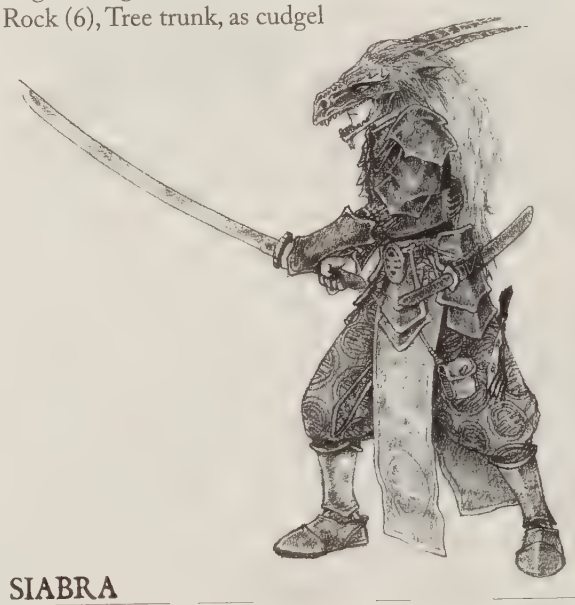
Bare-handed: 75% • Distance (melee engaged or 1 yard) • Damage (14) • Pummeling, Reach, Slow, Vicious
Tree Trunk: 75% • Distance (melee engaged or 1 yard) • Damage (14) • Light, Powerful, Reach, Vicious
Hurled Rock: 75% • Distance (ranged 5 yards) • Load (1 AP) • Damage (14) • Pummeling, Punishing, Slow, Throwing

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
DARK SENSE: These creatures can see in the dark.
DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.
MONSTROUS BELLOW: When these creatures successfully use a Litany of Hatred, they inflict 2D10+[BB] physical Peril.
NEVER SURRENDER: Foes do not gain an advantage when they flank or outnumber this creature in combat.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.
UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
UNRULY: When these creatures drop down the Damage Condition Track, they move an equal number of steps down the Peril Condition Track.

TRAPPINGS

Bracelet of Elven ears (3), Hide armor, Heavy hides (9), Hogshead half full of either cheap wine, Dwarven brew or rotgut, Large sack full of rotten meat, Necklace of skulls, Rock (6), Tree trunk, as cudgel



SIABRA

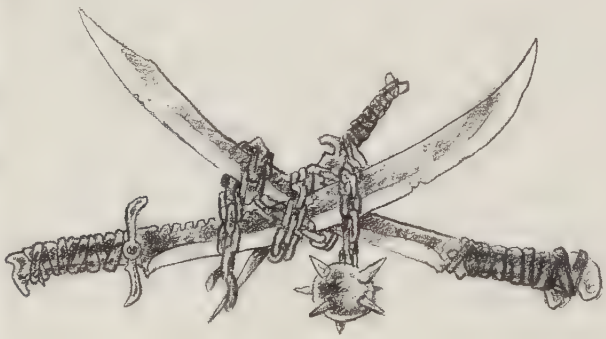
CHOSEN OF CHAOS

Centuries ago, a cadre of Elven explorers looked beyond their homelands over the sea, longing for knowledge of what lies beyond. They built powerful ships out of old growth wood and set out, never to be heard from again... until recently. They returned different, as the land across the sea changed them – no longer Elven sailors, but instead corsairs of the high seas.

Siabra, which is an ancient Elven word meaning 'the exiled', are Elves who gave into the allure of Corruption. It is said in the wild lands beyond the sea, they found the 'true god' – otherwise known as the Witch-Queen. Normally, the Elves would have turned and fled from this corruption, but

a terrible plague had fallen over the sea that rose massive leviathans, sundering any ship that sailed beyond its shore. Isolated and desperate, they followed the new god into the darkness. The Witch-Queen whispered of cruelty and hatred and the Elves molded their culture around the calls for slavery and subjugation. They abandoned their name and deemed themselves the Siabra. Over generations, the Siabran culture revolved around worshipping the ones among them who had captured the most thralls and gathered the mightiest of riches, oftentimes allying themselves closely with the Fomorian. The dark weather of their new home bleached their skin to a pale white and the only animals around to hunt were giant lizard creatures. The Siabra do not dress, but rather bind themselves in the tanned leathers and scales of these lizards and sometimes they even ride them into battle.

Eventually, the Siabra learned to not only avoid the monsters in the sea, but control them – yoking them painfully to their jet-black ships to navigate the dangerous waters. Though the Siabra lived for centuries in their new home, it was lacking in many resources. Now, the Siabra have sailed back to their homes to launch coastal raids on their old allies, stealing food, women, livestock and weaponry. Other Elves have disavowed the Siabra, but these new dark creatures claim that they are the true future of the Elves. Not many Siabra corsairs live on this side of the ocean, but those who do answer the call of vile needs journey north to join the ranks of chaos's chosen or embroil themselves in the ranks of the Unseelie Fey.



SIABRA

SIZE: Normal

C	B	A	P	I	W	F
45% [5]	45% [5]	50% [8]	40% [6]	40% [4]	45% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	14	8 (14/20/26)	7 (13/19/25)	None	60%	Intermediate (High)

Athletics +10, Coordination +10, Interrogation +20, Intimidate +10, Martial Melee +20, Martial Ranged +20, Navigation +20, Pilot +20, Survival +10

ATTACK PROFILE

Siabran Executioner: 65% • Distance (melee engaged) • Damage (9) • Adaptable, Finesse, Vicious

Siabran Crossbow: 65% • Distance (ranged 9 yards) • Load (2 AP) • Damage (5) • Fast, Punishing, Repeating

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HATRED (Elf): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

SERPENTINE CLOAK: When these creatures are encountered, they wear a cloak made from an undersea creature. It provides a Damage Threshold Modifier of 1 when worn.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

UNBRIDLED RAGE: When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.

TRAPPINGS

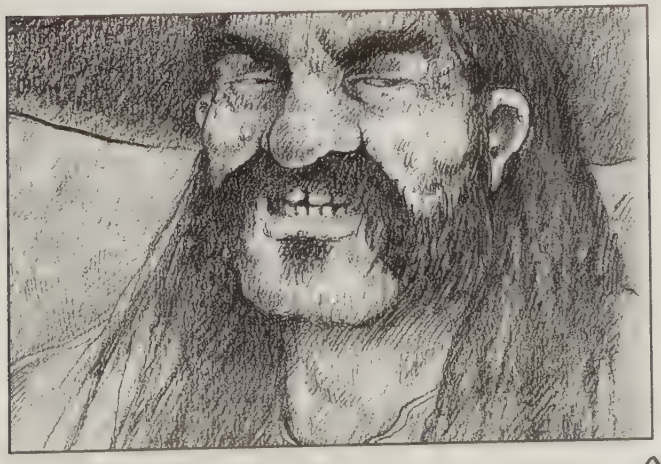
Crossbow bolt (9), Leather armor, Serpentine cloak, Siabran crossbow, Siabran executioner, Vile holy symbol

CORRUPTED SOULS

Life is difficult for even the most steel-hearted souls. Between warring nation-states, bouts of plague, destitution amid the working classes and threat of the supernatural, only the strong willed and tenacious are able to escape with a shred of sanity. Corrupted Souls were not one of those number, as unfortunate as it may be.

Corrupted Souls come from all walks of life. They were once normal people living regular lives: soldiers and tailors, acolytes and apprentices, stevedores and excisemen, all trying to make an honest living. But along the way, something within them snapped. Perhaps watching a loved one be ripped apart by a pack of wolves, being forcibly evicted from their familial manor and seeing it become a noble's new pleasure palace or just constant oppression lead them down a dark path. Some Corrupted Souls were never safe from corruption to begin with, as a proclivity for crime and madness are hard to escape when it is borne in your blood. Others, having been ravaged and broken by disease or the carrion call of the Abyss, have few alternatives. Corrupted Souls wander through life, angry and disillusioned with their place in the world yet too noble or cowardly to place their blade against their own throats. They lash out, often violently, against perceived slights or they will become fully devoted to their careers, to both their detriment and near insanity. It is a great sorrow to see friends and family devolve into these blubbering wretches and an even greater one to find oneself at the end of their blade.

Corrupted Souls are still part of their world and culture; though some may be banished or outcast, they tend to stick to their own. Corrupted Souls will often band together for protection and the furthering of their cause, as made most evident by the numerous bands of thugs that stalk alleyways and country roads. It is most dangerous when their numbers swell: as an example, peasants bent too much under the lash of their lord can rise up and overthrow their masters in a bloody *coup d'état*. Many say man's worst enemy is himself and you only need to stare into the throngs of the desperate and violent Corrupted Souls to know this fact to be true.



BRIGAND

CORRUPTED SOUL

Roads between cities and towns may be safer than paths through the wilderness, but that does not mean they are devoid of danger.

Creatures may keep their distance from the roads, but Brigands and highwaymen stalk these paths constantly, looking for rich marks to liberate of their shilling and give to the poor, unwashed masses. The dark forests and fetid bogs can get to even these rangers, their band of merry men being picked off by both imperial soldiers and beasts alike. Driven to starvation and poverty, these once-champions of the people will broaden their horizons, targeting any poor traveler wandering through their territory at that moment. These Brigands ambush travelers, fleecing them of coin and provender, leaving them victim to the wilds around them. Though these attacks are reluctant at first, many Brigands start to take a liking to the whole ordeal; they find themselves much richer than before and their infamy is just as good – if not better – than their previous do-gooder reputation. They become true terrors: bandits with no remorse who revel in their despicable duties.

Brigandage seems to be a very Human profession, but more than a few Elves have also resorted to raiding supply lines and trade routes. Most of these Elves are backwards isolationists who don't produce much of their own, so cutting free caravans is their only way of survival. In fact, many cart drivers will hesitate to go through an old growth forest before they enter a wide open field. Halflings are also notorious Brigands at times, though they are often laughed at when they point a flintlock at the knee of a driver rather than their head.

BRIGAND

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	40% [6]	40% [4]	50% [5]	40% [4]	45% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	9 (15/21/27)	9 (15/21/27)	65% (Defensive)	50%	Basic (High)

Athletics +10, Coordination +10, Folklore +10, Intimidate +10, Martial Melee +10, Martial Ranged +10, Resolve +10, Survival +10, Toughness +10

ATTACK PROFILE

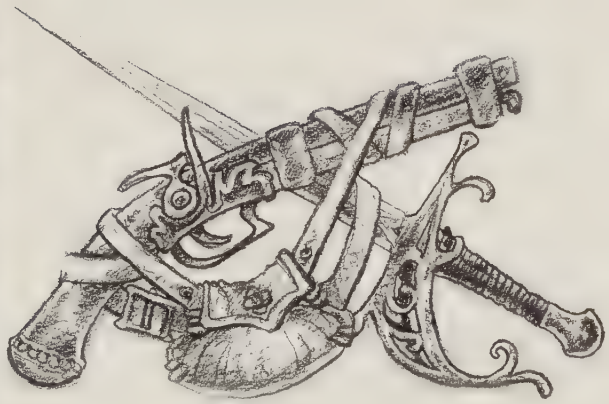
Sabre: 55% • Distance (melee engaged) • Damage (6) • Defensive
Flintlock pistol: 55% • Distance (ranged 8 yards) • Load (3 AP) • Damage (6) • Gunpowder, Volatile

TRAITS

BLITZ: When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.
BLOODLESS: These creatures cannot Bleed.
SHOTGUN BANG!: When these creatures successfully strike with a ranged weapon possessing the Gunpowder Quality, they automatically Load their weapon for 0 APs.
UNBRIDLED RAGE: When these creatures are Seriously or Grievously Wounded, add an additional 1D6 Fury Die to Damage they inflict with melee weapon attacks.

TRAPPINGS

Balaclava, Brigandine armor, Flintlock pistol, Gunpowder & shot (6), Sabre, Wanted letter



DERANGED ZEALOT

CORRUPTED SOUL

The gods are distant and rarely answer prayers or benedictions, but the few priests who are granted Magickal powers reinforces that they are present, no matter how disinterested they may be.

There are those whose faith becomes shaken, their doubt of the divine gnaws constantly at the back of their brain. These unstable priests and followers start to go to immense lengths to get glimpses of the divine, even if they are false. Self-mutilation, ritualistic torture of heretics and hallucinogenic spirit journeys bring them just to the edge, but never pushes them over completely. The formerly tame worshippers become Deranged Zealots, frustrated and angered that the gods evade them despite their devotion. They believe the solution to this is to swell their numbers and make their devotions even more extreme. These Zealots militantly recruit others into their faith on pain of death or torture, though usually one or both of those follow if they do join the order. No religion is safe; even the throngs of the benevolent Martyr have dissenters who believe the only way to be blessed by Her healing is to inflict monstrous pain on themselves and others.

The worst Zealots are those who worship the Daemons, those outer beings that could either be entities of pure chaos or actual nascent demigods who strive for power. When most folks speak of 'cults', these are the godheads they are referring to. Worship of Daemons is usually outlawed and sometimes even punished by death on the pyre. That is not to say that the 'good' gods do not incite violence – both the God-Emperor and the Winter King seem to have their fair share of fanatics and in fact both churches sometimes welcome these maniacs with open arms as crusaders, inquisitors or righteous paragons.

DERANGED ZEALOT

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [4]	40% [6]	45% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	9	7 (13/19/25)	7 (13/19/25)	60%	50% (Natural)	Basic (Medium)

Folklore +10, Interrogation +10, Intimidate +10, Resolve +10, Simple Melee +10, Survival +10, Toughness +10

ATTACK PROFILE

Threshing Flail: 60% • Distance (melee engaged) • Damage (5 or 6 two handed) • Adaptable, Weak

Rocks: 60% • Distance (ranged 6 yards) • Load (1 AP) • Damage (5) • Pummeling, Slow, Throwing, Weak

TRAITS

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.

HALLUCINOGENIC FRENZY: After ingesting a dose of red cap mushrooms, these creatures add 1D6 Fury Die to melee weapon Damage.

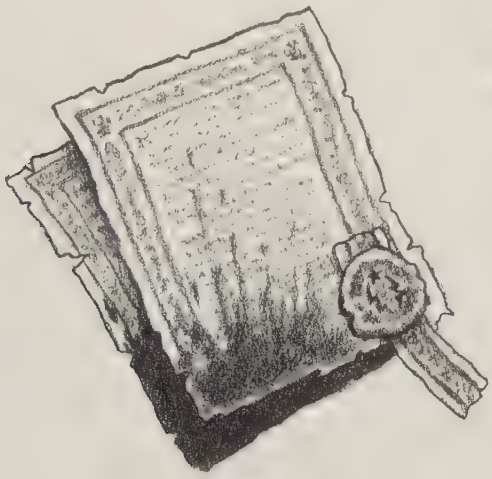
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.

UNRULY: When these creatures drop down the Damage Condition Track, they move an equal number of steps down the Peril Condition Track.

TRAPPINGS

Hammer & nails, Red cap mushrooms (3), Religious scriptures, Rocks (6), Tattered rags, Threshing flail, Torture device



DESERTER SOLDIER

CORRUPTED SOUL

Since the dawn of mankind, tribes have sent capable folk to be spitted upon one another's spears in exchange for small parcels of land, religious freedom or resolution of a personal vendetta reaching back centuries.

The average soldier is not a veteran or decorated general; they are children, barely out of the flower of their youth who are told to take this pistol and this pike and kill someone who looks different from them. They watch as their friends die around them, trusted officials reveal themselves as gluttons and rapists and they witness the light drain out of the eyes of a child that reminds them of their brother back home – all while their sword is plunged hilt-deep through another poor boy's chest. It is no wonder soldiers break, routing and heading off to the woods; unable to return due to fear of court-martial and unable to go home so as not to impose shame on their families. These Deserter Soldiers are desperate people, knowing only killing and war and having to do just that to survive.

While it is true some Deserter Soldiers are bloodthirsty bounty hunters or killers in search of coin, many are desperate, confused and angry, only wishing to melt down the medal they received for their 'service', and live a life in solitude. But the world will not avail them that option and they must ply the only trade they know… that of war. Some resort to combat pits in the far south or to mercenary work in order to pay what bills they scrape up. They show little remorse in their killings, but the dead still haunt them in their sleep. Recurring nightmares inspires a world-weariness and nihilism in the common Deserter Soldier, caring aught for even their own lives as a result.

DESERTER SOLDIER

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [6]	40% [4]	45% [5]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7/10 on horse	9 (15/21/27)	7 (13/19/25)	60%	40%	Basic (Medium)

Athletics +10, Awareness +10, Guile +10, Martial Melee +10, Resolve +10, Ride +10, Simple Ranged +10, Toughness +10, Warfare +10

ATTACK PROFILE

Pike: 60% • Distance (melee engaged or 1 yard) • Damage (5) • Reach

Misericorde: 60% • Distance (melee engaged) • Damage (4) • Fast, Finesse

TRAITS

LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

MAN O'WAR: When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

TRAPPINGS

Brigandine armor, Misericorde, Pike, War medal

OCCULTIST

CORRUPTED SOUL

Often times the foulest of souls can hide in plain sight, going through dark dealings behind closed doors and whispered halls. It is these mysterious places that the Occultist holds sway.

An Occultist is rather a bit of an eccentric; a foreign mystic, a well-travelled explorer or a scholar with radical new ideas. They wish nothing more than to spread their corruption through the upper echelons of society, harboring beneath their robes a diabolical devotion to Abyssal Princes. These intriguing strangers are sometimes invited into the home and hearth of decadent nobles whose preoccupation with boredom welcomes such people of questionable repute. Once ensconced in their company, the Occultist begins their work. An Occultist whispers blasphemies into noble ears, swaying them towards masked orgies, bloody banquets and distasteful religions mankind was not meant to practice. When Occultist are done, they leaves the famed manors in decadent Corruption, feeling the town seethe with chaos as they head down the highway, towards the next lordly manse.

Though Magick is becoming more and more understood, with that knowledge also comes ignorance. The Occultist is a victim of this, believing they are too powerful or too smart to fall under the sway of Corruption, but their massive cloaks covering mutations and diseases brought about from their tampering proves otherwise. Sorcery is often the easiest path for an Occultist, but others explore the more 'traditional' Magicks, if only for research purposes. Some Occultists also fall into worship of Demons and Restless Spirits, as their odd traditions and fell methods are even more appealing.

OCCULTIST

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	35% [3]	40% [4]	40% [5]	45% [6]	45% [6]	50% [6]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	3 (9/15/21)	9 (15/21/27)	40%	50% (Natural)	Basic (High)

Bargain +10, Charm +10, Eavesdrop +10, Education +10, Folklore +10, Incantation +10, Intimidate +10, Resolve +10, Ride +10, Rumor +10

ATTACK PROFILE

Ceremonial Knife: 40% • Distance (melee engaged) • Damage (5) • Fast, Vicious, Weak

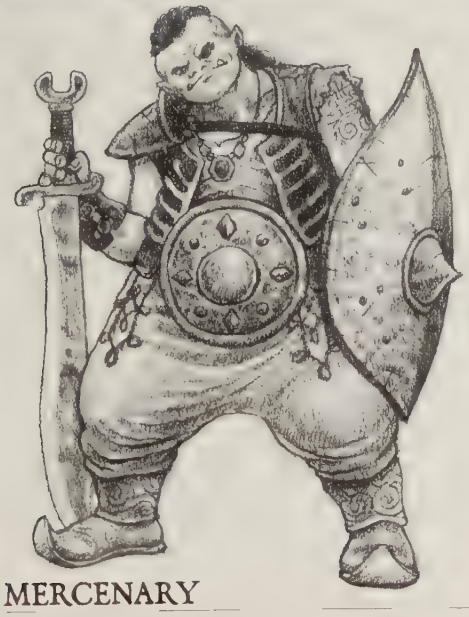
Walking Cane: 40% • Distance (melee engaged) • Damage (4) • Light, Powerful, Slow, Weak

TRAITS

WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures may automatically succeed at the Incantation Test but drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

TRAPPINGS

Ceremonial knife, Diabolical holy symbol, Fine clothes, Loose robes, Prayer book with 6 Petty Magick spells, Reagents appropriate for Magicks (9), Walking cane



OGRE MERCENARY

CORRUPTED SOUL

Boisterous and gluttonous creatures, Ogres are an often feared and demonized peoples for good reason. Their only driving goal is to feed, as an Ogre's bottomless tummy requires nearly endless amounts of food to keep them going.

Their native lands have long ago been rendered a wasteland by a terrible disaster, so most Ogres now wander as mercenaries in search of coin and new meals. Ogres are gruff and self-centered, caring little for the other humanoid Ancestries; in all honesty they would make a feast of them if it wasn't so frowned upon in society. Couple that with their terrible smell from eating carrion, a lumbering body covered with coarse hair and their tendency to wear skulls of their kills on their belts, it's no surprise that many will lock their doors and bolt their shutters if an Ogre stomps into town in search of more gold and more grub. Ogres are becoming more and more common in civilized lands, usually dwelling with Halflings in their hovels. They are not fully civilized yet, but most tend to behave themselves

Ogres give off an air of stupidity, but it is all a ruse. They are both intelligent and natural tacticians, their homeland once being a military state that rivaled many empires in power. It is spoken that Ogres of old tore down the sky castles of the Nephilim; a victory which they still boast of today. Ogres loves revealing their mental fortitude right before they devour a skinflint general who refuses to pay them. They are also a highly spiritual people; their culture is centered around their sizable gut, which holds almost all of their other organs and is protected by a thick slab of muscle and fat. The more prodigious the Ogre's gut, the more they are able to consume and the more capable they are to lead and breed. They firmly believe this is both where their heart and martial spirit resides. Ogre violence is brutal but efficient, as breaking arms or eating a few fingers to get answers is a common tactic. Outright killing their enemies, except when they can potentially extort them for more than simply gold, is desired above all.

OGRE MERCENARY — SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [4]	45% [4]	35% [3]	40% [8]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	8	13 (19/25/31)	11 (17/23/29)	80% (Defensive & Protective)	50% (Natural)	Intermediate (High)

Athletics +20, Awareness +10, Bargain +20, Gamble +10, Interrogation +20, Intimidate +20, Martial Melee +20, Resolve +20, Simple Melee +20, Survival +20, Toughness +20

ATTACK PROFILE

Morgenstern: 70% • Distance (melee engaged) • Damage (11) • Adaptable, Powerful, Vicious

Knuckleduster: 70% • Distance (melee engaged) • Damage (10) • Fast, Pummeling

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

BROKEN GUT-PLATE: After these creatures are Seriously Wounded or made subject to a Called Shot to the body and suffer at least 9 Damage, they suffer a penalty of -6 to their Damage Threshold

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

MAN O'WAR: When these creatures are Injured, always refer to the Moderate Injuries table to determine their severity. This Trait overrides any potential for increase in Injuries due to Qualities, Traits or other Talents.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Animal furs (3), Brigandine armor, Gut-plate, Knuckleduster, Metal shield, Morgenstern, Pot of war paint (3)

PETTY THUG

CORRUPTED SOUL

Cities are large, hive-like structures that have been built haphazardly as the local lord expanded their lands. Buildings pile atop one another, as blight and twisted alleyways swallow up the poor and destitute. Children born in this setting only know a life of violence, one that requires you to be tougher than your neighborhood and as tough as your friends.

Couple this with an influence of bawdy songs exalting the deeds of a life of crime and what were once local bullies turn into full Petty Thugs. These criminals have their hands in every enterprise imaginable, from extortion rackets and selling illegal opium to back-den gambling and the sale of prostitutes. They form up *en masse*, recruiting other poor youths to their ranks to engage in a war over territory while threatening local city folk with violence and abuse. Bearing specifically-colored apparel denoting their 'set', or neighborhood gang they owe allegiance to, they often convalesce in busy thoroughfares or in seedy dens to spend their hard-earned brass. Each member of a gang carries ostentatious marks of their prowess as criminals, whether it be tattoos for each major crime they commit or wear dangling jewelry from every lesser noble they've assaulted. These thugs are also said to be foot soldiers of the real wheeler dealers in a city, with greater connections throughout the nation, making them a force to be reckoned with.

Petty Thugs are often pitiful, because many are victims of circumstance. They are born into a social caste they cannot escape, with the only path of progression being the one of crime. Even if they try to make a better life for themselves, many of their fellow gangers see this as a betrayal to their family, their neighborhood or their village. The rate of death among their numbers is extremely high, many dying in lonely alleys with a knife in the gut or on the street under the hail of gunfire – invariably at the hands of their own gang or clan. The saying, "*there ain't no such thing as an old 'ganger*" appears to have a ring of truth to it – most Petty Thugs do not see their twentieth year before being swept into the cold embrace of the Custodian.

PETTY THUG — SIZE: Normal

C	B	A	P	I	W	F
45% [5]	40% [5]	50% [5]	45% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	8	6 (12/18/24)	7 (13/19/25)	55%	50%	Basic (Low)

Brawn +10, Eavesdrop +10, Simple Melee +10, Stealth +10

ATTACK PROFILE

Cudgel: 55% • Distance (melee engaged) • Damage (5) • Light, Powerful, Weak

Garrote: 55% • Distance (melee engaged) • Damage (None) • Entangling, Fast, Ineffective

Flintlock Pistol: 45% • Distance (ranged 7 yards) • Load (3 AP) • Damage (5) • Gunpowder, Volatile

TRAITS

MURDEROUS ATTACKS: When these creatures make an attack with a blackjack, garrote or bullwhip, their foe cannot Dodge, Parry or Resist this attack.

POINT BLANK: When these creatures make an Attack Action with a weapon possessing the Gunpowder Quality within Short Distance, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Cheap necklace (2), Cheap pinky ring, Cudgel, Flintlock pistol, Garrote, Gunpowder & shot (3), Snuff box, Quilted armor, Wanted poster

REBELLIOUS PEASANT

CORRUPTED SOUL

The life of a peasant is hard-scrabble and often times bare. They work in the fields, raise families, pay taxes and have meager funerals.

This mundanity gets to many; combined with near totalitarian rule from their landowners, peasants strain under a constant yoke of oppression and control. When they rise up, they rise up *en masse* and nothing terrifies a landowning noble more than a mutinous populace. These Rebellious Peasants have gone far beyond reason; grabbing pitchfork and torch, they have decided to take matters into their own violent, work-worn hands. Normally overthrowing a wicked dictator would be celebrated, but mob mentality rules these Peasants. They will stomp out or assault anyone they see as standing in their way and they will even continue their rampages long after their burgomeister lies in a ditch. Unless the authorities act quickly to put down such an insurrection, a mob of Rebellious Peasants can turn into an army – a rabble army at that, but still an army – and it requires proper soldiery to take to the field and their discipline invariably ends such rebellions in a massacre.

In war time, many peasants will take up their pitchfork or an ancestral sword in order to form militias – groups of citizen soldiers who are set to defend their home from any army. Like their normal uprising, the only advantage a peasant has is their sheer numbers. Every once in a while, though, a leader will stand out amongst them and if they cannot exactly be trained in the ways of war, such a leader can instill a sense of discipline in the peasantry. Perhaps this is a heretic who wishes to overthrow the local government or a rebel who has had enough of his people being exploited for all they are worth. These leaders may be little more than another farmer with a bit more charisma, but some of history's greatest upsets have occurred at the hands of these demagogues.

REBELLIOUS PEASANT — SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [4]	40% [4]	35% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	4 (10/16/22)	10 (16/22/28)	65% (Defensive)	50%	Basic (Low)

Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Pitchfork: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Defensive, Reach, Slow, Weak

Torch: 55% • Distance (melee engaged) • Damage (Special) • Immolate, Ineffective, Slow

Bottle Bomb: 45% • Distance (ranged 5 yards) • Load (1 AP) • Damage (Special) • Fiery, Ineffective, Volatile

TRAITS

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

SALT OF THE EARTH: These creatures have factored in +3 to their Peril Threshold.

SNIVELING WHELP: These creatures can only use 2 AP during combat.

TRAPPINGS

Bottle bomb, Pitchfork, Tattered rags, Torch (3)

TEMPLAR FANATIC

CORRUPTED SOUL

Inquisitors are both a boon and a bane: they weed out witches and devolved Mutants, but seeing one in your village is a sure sign a friend or neighbor has been hiding a secret from both god and country. Thus comes the Templar Fanatic

It is an unfortunate fact that Templars fall quite easily from grace: having burnt many mutated children or witnessing entire villages sacrificed in a false bid to appease an Abyssal Prince will leave scars that never fade away. These deranged inquisitors become Templar Fanatics, holy warriors who devote themselves to deadly crusades. Fanatics who see any small sign of treachery as a sure signal of heresy. Their interrogations of commoners go from sly to brutal and violent and they believe themselves to be the divine authority of their god, only answerable to them. Soon, it is not only the Occultists who are ritually slaying villagers, but the Templar Fanatic purging an innocent town in holy fire.

The crusade is a curious thing upon first sight – a holy war between two religions for a god neither is entirely sure exists. These forays into holy lands leave thousands dead, bleeding or defiled, while priceless holy relics are either stolen or broken for their blasphemy. It's a sad fact that many conflicts have religion driving them from the background, but that is often the way the world works. Though many consider the ten gods part of a singular 'pantheon', there are still those out there that believe one is superior enough to kill over. The God-Emperor tends to breed Fanatics just as much as they do zealots and the priests grant them grand titles and large tracks of land for the sole purpose of spreading the faith. Though it may spread, it is not through love and compassion, but through violence and hatred.

TEMPLAR FANATIC — SIZE: Normal

C	B	A	P	I	W	F
50% [7]	45% [6]	40% [6]	35% [3]	40% [4]	45% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	9	11 (17/23/29)	10 (16/22/28)	80% (Defensive)	None	Intermediate (High)

Athletics +20, Folklore +20, Interrogation +20, Intimidate +20, Martial Melee +20, Navigation +10, Resolve +20, Ride +10, Simple Melee +20, Simple Ranged +20, Toughness +20

ATTACK PROFILE

Flanged Mace: 70% • Distance (melee engaged) • Damage (7 or 8 with wooden shield) • Powerful

Light Crossbow: 70% • Distance (ranged 9 yards) • Load (2 AP) • Damage (7) • Fast, Punishing, Weak

TRAITS

CHAMPION'S CALL: One foe is left Defenseless to all this creature's attacks, until the foe is defeated. The creature may select a new foe once the current one is defeated.

GROSSLY PARANOID: These creatures have factored in +3 to their Initiative.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

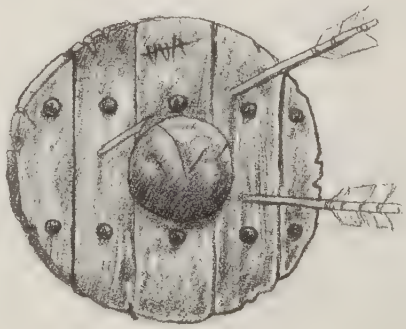
NEVER SAY DIE: When these creatures are Grievously Wounded, add 3 to their Damage Threshold.

PUNISHING ATTACK: When these creatures Take Aim and then make a successful Melee Attack, add 3 Damage.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Antivenom (3), Bandages (3), Crossbow bolts (9), Flanged mace, Holy symbol, Laudanum, Light crossbow, Munitions plate armor, Priest's mitre, Torture device, Veteran's guilded nose, Wooden shield



WITCH

CORRUPTED SOUL

Dark Magicks dwell deep in the primordial woods and bogs, where the energy of creation still pulses with power. There, nascent wizards whose Magick is too perverse and wrong make their study, away from the prying eyes of kings and inquisitors.

Called Witches – though they are not always female – they have supplicated to Abyssal gods in return for dark gifts and abilities; they worship both the mysterious elemental deities as well as the blasphemous Abyssal Princes. Driven mad by the arcane energies that swirl around them, Witches pose as hedge-crafting 'white wizards' who only wish to aid the populace in out-of-the-way places with tinctures and ointments. These remedies are foul, though; they inflict disease and poison on imbibers, which pleases the Witches' dark masters greatly. Witches form covens with others, creating secret societies, but their regular allies are Mutants. Witches will commonly brew a Magickal stew known as 'Mother Knows Best'; bringing Mutants under their sway, most often a High Orx and a smattering of Boogan underlings.

The Fey often have a special relationship with the Witch. Though most Fey despise humanoids of all types, Witches pay a great deal of respect to the Black Lodge – the home and the god of the Fey. Fey will usually willingly carry out tasks or services for a Witch – for a small fee of course – and the Witch in turn will protect the woods and dark lands the Fey stalk. Sometimes a Witch will even take on plant-like qualities like their Fey allies, finding odd stray twigs in their hair or toadstools growing under their arms. Some Witches end up looking more like a compost heap than a person and these are the ones that must be watched out for.

WITCH

SIZE: Normal

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [4]	45% [5]	45% [6]	50% [8]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	7	4 (10/16/22)	11 (17/23/29)	45%	60% (Natural)	Intermediate (Medium)

Alchemy +20, Awareness +10, Coordination +10, Disguise +10, Education +10, Folklore +10, Guile +10, Incantation +20, Resolve +20, Simple Melee +10, Survival +10, Tradecraft +20, Toughness +10

ATTACK PROFILE

Sacrificial Knife: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious, Weak

TRAITS

GROSSLY PARANOID: These creatures have factored in +3 to their Initiative.

WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Loose robes, Rune stones, Reagents appropriate for Magicks (9), Sacrificial knife

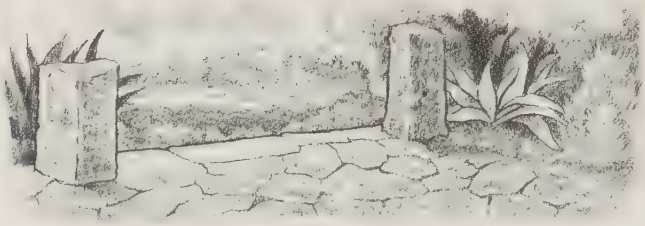
ZOATAR

CORRUPTED SOUL

The world is wildly old and with that comes creatures that have lived and gone. Ruins lay bare, odd skeletons are discovered in peat bogs and corpses are found in ancient glaciers. But there is one creature that is commonly thought to be myth, but in reality still lives to this day – the mysterious, telepathic Zoatar.

Zoatar used to be the dominant life form in the Material Realm, but for some reason even they can't remember, most of them died out and their numbers drastically reduced to the current few hundred. Zoatar are centauroid hominid creatures, their bodies broad and furred, with a primate head atop their shoulders. Though many Zoatar take on the aspect of gorillas, others have been seen that look like bonobos, chimpanzees and orangutans. Their two five-fingered hands are often wrapped around an intricate ceremonial staff, while their massive four prehensile feet enable them to plod through the moors and jungles they haunt. Zoatar are quick-witted creatures, though they are most well versed in the ways of nature and the world. Zoatar maintain that they are the guardians of the Material Realm, sworn to protect it from those who would wish it harm. In that way they are like the Fey, but they are a generally peaceable people unless attacked or the lands they frequent are threatened. They are isolationists and hermits, with some Zoatar going their whole century-long lives without encountering any of their species outside of their family group.

Zoatar assert they were once a powerful and peaceful civilization, until the Aztlan saw fit to enslave them. After some millennia they escaped, but their numbers weakened and their culture was lost to the mists of time. What remains of their culture revolves around the importance of spirits, communion with nature, rejection of technology of all sorts and veneration of ancestors. In fact, their ceremonial staff is inscribed with the names of their forbearers, written in the Zoatar's mysterious and old tongue. They are also naturally blessed with gifts of the Demiurge, treated as favored children. The Zoatar have little motive outside of protecting the lands, as it is all they have left in the world. But let it be known that they will fight to their dying breath against any foe if it means they can save even the weakest of sproutlings.



ZOATAR

SIZE: Large

C	B	A	P	I	W	F
40% [4]	45% [6]	45% [5]	45% [7]	35% [3]	50% [10]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	8	9 (15/21/27)	13 (19/25/31)	None	55% (Natural)	Advanced (Medium)

Awareness +30, Bargain +20, Education +20, Folklore +20, Incantation +30, Intimidate +20, Navigation +30, Scrutinize +20, Simple Melee +20, Survival +30, Tradecraft +30

ATTACK PROFILE

Ceremonial Staff: 60% • Distance (melee engaged or 1 yard) • Damage (4 or 5) • Adaptable, Pummeling, Reach

Sickle: 60% • Distance (melee engaged) • Damage (5) • Finesse, Vicious, Weak

TRAITS

BLOODLESS: These creatures cannot Bleed.

CEREMONIAL RUNES: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1', '2' or '3', they have three Apprentice Runes inscribed upon their staff. If the result is face '4' or '5', they have two Journeyman Runes inscribed upon their staff. If the result is face '6', they have one Master Rune inscribed upon their staff.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FIREPROOF: These creatures and their possessions are entirely immune to Damage from fire.

HATRED (Aztlan, Goblin): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.

SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

SWEEPING STRIKE: When these creatures make a successful attack with a two-handed melee weapon, they strike up to three foes they're Engaged with.

TRAPPINGS

Ceremonial staff, Prayer book with 9 Petty Magick spells, Prayer book with 6 Lesser Magick spells, Prayer book with 3 Greater Magick spells, Reagents for all Magick spells (9), Sickle, Sacred scroll with Inscribe Magick Rune (3)

MUTANT

DEADLY FLORA

Terrible beasts and ravaging humanoids are sadly not the only dangers a person can encounter upon the road or in the wilderness. It may seem at first glance that plants would be harmless, save the odd poison oak or cactus. However, the winds of Magick blow over all things, giving some greenery more than a hint of animalistic intelligence. Woe is the day when you realize you cannot sleep in a glade without worry of creepers choking your life's breath out of you while you slumber. These Deadly Flora are luckily rare, but their pure existence is more than a singular cause for worry for anyone who spends a significant amount of time outside the comfort of city walls. Rangers and other outdoorsy types have learned to recognize these species as easily as they would a tree or a flower, but that does not leave the common man much safer due to their general ignorance.

The malignancy of Deadly Flora lies mainly in their simplicity. Plants have changed over the centuries to become more appealing to animals so that creatures could easily spread their seeds. Deadly Flora have seemed almost to adapt the same way to attract humanoids, but a willing person would very rarely pick up and spread a handful of seeds unless they worked a plow. Thus, the Deadly Flora go about bloodier, quicker methods to reproduce. But can they be blamed? In a world as brutal and distant from the gods as this, it is no surprise that even plant life should have to resort to coldly savage ways to best survive the dangers inherent herein. Corruption could be the root of all it – pardon the pun – but most flora withers and dies when exposed to that type of energy.

Below is only a small sampling of the most common Deadly Flora that can be found in the wilds. Rumors of even worse species sprouting in the deepest parts of forests or the most corrupt of horticultural hothouses are not to be discredited, but they are either vanishingly rare or hopefully simple, outright lies.

BOG THING

DEADLY FLORA

The Bog Thing is a story told to children for centuries, a warning by their parents to stay out of the fetid and dangerous swamps beyond the boundaries of their tilled fields. While this is wise advice, what many do not know is that the Bog Thing is very much real, yet an enigma wrapped in swamp grass.

Bog Things, more commonly called 'grey men', are thought to be people who wandered into swamps only to be swallowed by the peat and morass. They are tall and Human-like in shape, though their bark-like flesh sprouts with vines, moss and twigs. Their massive paws end in elongated claws, while their mouthless heads are surmounted by a rack of broken antlers. Aside from these obvious features, the Bog Thing also possesses one odd attribute – its massive maw of a mouth is in the middle of its stomach and appears more like a bramble patch than a gullet. In order to feed, the Bog Thing rakes their prey into ribbons with enormous claws and then shovels the torn entrails into their thorny maw. They mostly feed on natural animals of the swamp.

Curiously enough and in spite of common folktales, Bog Things will never hurt children – in fact, it is rumored they even aid and befriend children who become lost in the swamps, leading them back to safety.

Bog Things are solitary creatures, blending into the murk of the swamp during the day and roaming the cypress groves at night in search of food. Bog Things have also reportedly been seen following the trails of will o'wisps, though the reason why is a mystery. If left alone, Bog Things are less than harmless. However, Bog Things are extremely protective of the moors and fens they haunt – if anyone tries to use the land for peat, water or farming, they will savage the settlers and sink the buildings into the very mud that they were built on.

BOG THING

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	50% [7]	40% [4]	45% [4]	45% [4]	40% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	7	7 (13/19/25)	9 (15/21/27)	50%	60% (Natural)	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Eavesdrop +10, Intimidate +10, Navigation +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10

ATTACK PROFILE

Bog Claws: 50% • Distance (melee engaged) • Damage (4) • Fast, Vicious, Weak

Stomach Maw: 50% • Distance (melee engaged) • Damage (4) • Vicious, Punishing

TRAITS

BOG STENCH: These creatures emit a horrific stench, causing 1D10+1 physical Peril to those who stand Engaged with it.

DARK SENSE: These creatures can see in the dark.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

None

DEATH HEDGE

DEADLY FLORA

The Death Hedge on first glance appears to be a beautiful rose bush, budding with crimson-red roses. In fact, it once was, until the corruptive winds of the Æther slowly mutated it into its current form.

On closer study, the ground around a Death Hedge is exceedingly fertile and moving the branches will reveal a plethora of bones of all sizes lying by its roots. The Death Hedge is an exsanguinating killer, lying in wait for an animal to attempt to pluck its roses. It will then lash out with thorny vines, piercing and entangling their victim while it slowly drains it of its bloody humors. Though the Death Hedge will often only attack small animals, it will attack a humanoid if it has not fed for several days. When all the blood is absorbed, the Death Hedge drags the corpse under itself to decay in order to fertilize the ground they are rooted in. The Death Hedge also emits a sweet aroma, similar to that of ripe strawberries, allowing them to mask the scent of the decaying bodies underneath their foliage.

Death Hedges hold a strange place in the minds of the young and those feeling ennui, for it is seen as a place of fatalistic beauty. Young lovers will journey to a Death Hedge to join together near it, despite all the inherent danger. Curiously, the Death Hedge leaves these lovers alone so long as one of the lovers plucks one of the roses to give to their partner as a favor. If the two have not heard of this crucial step, they will most likely die screaming in each other's arms as the Death Hedge's thorns pierce their flesh. This exception does not extend to creatures of the animal kingdom, which is the Death Hedge's normal diet. Perhaps the plant has an archaic intellect or it's just odd biology that makes it at least semi-sympathetic to humanoid plights.

DEATH HEDGE

SIZE: Normal or Large

C	B	A	P	I	W	F
45% [4]	35% [3]	40% [4]	40% [6]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	None	7 (13/19/25)	None	None	None	Basic (Low)

Awareness +10, Eavesdrop +10, Simple Melee +10, Toughness +10

ATTACK PROFILE

Flailing Branch: 55% • Distance (melee engaged) • Damage (4) • Entangling, Pummeling, Slow

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

SWALLOW WHOLE: When these creatures make a successful Chokehold, they deal Damage from a bare-handed weapon and force a foe to Resist with a Toughness Test or be Swallowed. While Swallowed, the foe cannot use any Actions, but can attempt to Resist again at the beginning of their Turn to escape. Foes who attempt to Resist must flip the results to fail their Skill Test.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Blood rose (3)

ORX-SPORE

DEADLY FLORA

The Orx are a scourge across the land, porcine-faced Mutants that seem never ending in their numbers. Low Orx are traditionally revived corpses, who has been given a new life by a disease called Orx-molt, which spreads from an Orx to a slain victim by way of fungal spores.

This fungus, known as Orx-spore, is rarely be found in the wilds, but almost always found in large concentrations of Orx WAAAR! Horde encampments, growing from Orx droppings. The fungus appears as a pale yellow-green toadstool that reaches about knee height and glows with fluorescence under the cover of night. Orx-spore only lash out if provoked or tread upon, but every attack carries the deadly spores that spreads Orx-molt. An encounter with a ring of Orx-spore will either leave its victims coughing or painfully mutating into one of the barbaric Orx. Luckily, Orx-spore can be destroyed with little risk of exposure by being set alight, either by natural or Magickal means. Otherwise, they continually grow back and cannot be harmed by any method. Woe betide the Hedgewise who mistakes a ring of toadstools for a fairy ring, for Orx-spore appears almost the same!

A question that has long plagued naturalists and druids is where exactly did the Orx-Spore originate from? Obviously it is an aberrant form of plant life, but it has no antecedent or precedent. A popular theory is that the Orx-Spore is not of this earth, but instead a terrible blight that descended from the Vault of Night. Thought to be an extraterrestrial fungus that landed thousands of years ago, it is a feasible if not outlandish answer to the question.

ORX-SPORE

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [6]	40% [4]	35% [3]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	None	6 (12/18/24)	None	None	None	Basic (Low)

Awareness +10, Eavesdrop +10, Simple Melee +10, Toughness +10

ATTACK PROFILE

Fluorophore: 55% • Distance (ranged 4 yards) • Damage (None) • Entangling

TRAITS

CREEPY CRAWLIES: These creature can attack all foes in a Burst Template area of effect and are able to occupy the same space that its foes stand within. It also never provokes Opportunity Attacks.

DENSE ANATOMY: These creatures only suffer Damage dealt by fire.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

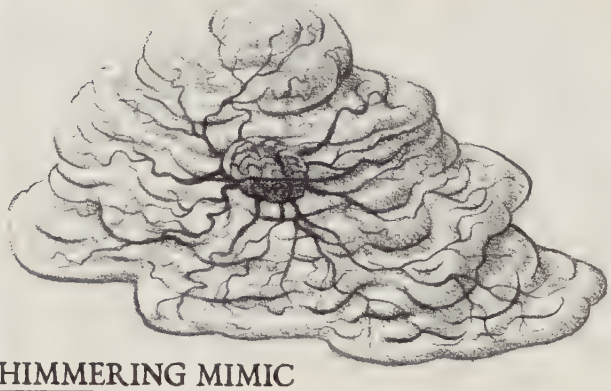
MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

SPORE-SPLOSION: When these creatures attack, it cannot be Dodged or Parried – it may only be Resisted with a successful Toughness Test. If a foe fails this Toughness Test, they are exposed to Orx-molt.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

None



SHIMMERING MIMIC

DEADLY FLORA

Some say we have all come from the primordial slime and it is there where we will all find our eventual fate. The flora known as the Shimmering Mimic may perhaps be that slime or at least a piece of that ancient goop.

Shimmering Mimics are mobile slimes with animal intelligence, often covering a ten-foot square area. Often dwelling in sewers, caves or on the surface of water, their main adaptation is their translucent jelly that grants them near-perfect camouflage and perfect mimicry of non-living objects such as chests, crates and other sundries. The Mimic will lie in wait until prey touches or comes near it; once disturbed, it will lash out with slimy pseudopods and engulf their victim. Their body then secretes digestive juices, slowly eating away at the flesh and bone of their meal. Mimics have no discernible organs save its pulsating brain and cannot be reasoned with or tamed; they are beings of pure instinct, only multiplying through a grotesque budding. Not much can harm these creatures, but they shirk away from fire like an unholy light.

Shimmering Mimics are the only flora that can be directly traced back to the Abyss. If an Abyssal servant ever displeases one of their Princes, many are cast down back into this primordial jelly and pushed into the lowest layers of the Abyss. Whether the Abyss spawned these creatures or if the Princes instead delight in the irony and grotesquery of the mimic, is still up for debate. What is known is that Shimmering Mimics are often found near portals to the Abyss or near high concentrations of Corruption. Attempts have been made to capture a Shimmering Mimic to study them, though they eat quickly through any container they are placed in. They are of particular interest to the Choleric Skrzzak, who see much mutagenic potential in these osmoid beings.

SHIMMERING MIMIC — SIZE: Normal

C	B	A	P	I	W	F
45% [6]	40% [5]	40% [8]	35% [5]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	11	6 (12/18/24)	None	None	None	Intermediate (Low)

Awareness +20, Coordination +20, Eavesdrop +20, Simple Melee +20, Simple Ranged +20, Stealth +20, Toughness +20

ATTACK PROFILE

Pseudopod Tentacle: 65% • Distance (melee engaged) • Damage (6) • Entangling, Fast, Pummeling

Pseudopod Glob: 65% • Distance (ranged 8 yards) • Load (1 AP) • Damage (8) • Slow, Pummeling, Throwing

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

DENSE ANATOMY: These creatures only suffer Damage dealt by fire.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Remnant bodies of the dead (3), Shimmering mimic's brain

DRAGON-BORN OGRE

MUTANT

The great dragons are a long-feared beast, primordial monsters who dwell deep in the Abyssal pit; ancient and powerful beyond measure. Similar things have been said about the Ogre; though they are far more common, they are too stupid to live, but too strong to die. Perhaps that is why one of the greatest living nightmares in existence is the improbable mating of the two: the imposing Dragon-born Ogre.

Dragons and Ogres do not cross paths very often, as dragons are exceedingly (and thankfully) rare and Ogres maintain congress with aught other than a Halfling or two. However, during terrible storms, Ogres often retreat to caves for shelter. If they are unlucky – or perhaps lucky enough – they will stumble into a Pit Dragon's lair, with the resident in presence. What happens next is undoubtedly violent, confusing and smelly, but there are no real accounts of their copulation outside of tall tales. The most likely reason for this is that dragons have a tendency to devour their mates after breeding, as so few Ogres have lived to tell of their 'conquest'. After many months, emerging from an enormous, slimy egg is the new whelp born of their interbreeding – a Dragon-born Ogre. These horrid children appear as a terrible centauroid amalgamation of the two parents, born the size of a hippopotamus. Their lower bodies are massive and scaled, with its feet terminating into terrible claws with ridges running along their back to their spined tails. Their upper body is of a bristled Ogre torso, with enormous jaws, reptilian eyes and jagged horns emanating from their skulls. Erupting from their backs are stunted and worn wings, too weak to carry the monsters but intimidating enough to prove useful. Fortunate then, that only one is ever birthed at a time.

Dragon-born Ogres naturally heed the call of the Abyss and their monstrous frames and abilities are more than a small boon to armies devoted to the spread of chaos. They are elemental creatures of storm, calling lightning with their braying as tempests gather within their presence. When a Dragon-born Ogre heeds the call of demonic hell-trumpets, they rumble down from their mountain lair at maddening speeds to thunder into battle. They wield wicked axes and their rage is both sung of and feared by all. Dragon-born Ogres are luckily solitary creatures, unable to breed. When not at war, they remain in hibernation among war trophies and the bones of the dead. They seem to live for long ages uncounted and almost never stop growing. Some of the most ancient of them tower over townhomes and towers, throwing them aside like a child topples blocks. These living elementals are worshipped as gods upon earth, as tribute is given in golden sacrifices and prayers poised before bloody exsanguinations.

DRAGON-BORN OGRE — SIZE: Large

C	B	A	P	I	W	F
50% [10]	45% [8]	40% [4]	45% [4]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	10	12 (18/24/30)	9 (17/23/29)	80%	None	Advanced (Low)

Athletics +20, Awareness +20, Coordination +30, Education +10, Folklore +10, Intimidate +30, Leadership +30, Martial Melee +30, Resolve +30, Survival +20, Toughness +30

ATTACK PROFILE

Battle Axe: 80% • Distance (melee engaged or 1 yard) • Damage (11) • Adaptable, Reach, Slow, Vicious
Thundering Claws: 50% • Distance (melee engaged or 1 yard) • Damage (8) • Pummeling, Powerful, Reach
Tail Vertebrae: 50% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Pummeling, Reach

TRAITS

BLOODLESS: These creatures cannot Bleed.
DARK SENSE: These creatures can see in the dark.
HATRED (Elf): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.
HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.
LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

NATURAL ARMOR (4): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
STORM RAGE: These creatures are immune to all attacks from electricity and lightning. Furthermore, when they are struck by such attacks, it empowers them, adding a one-time bonus of +3 to Damage Threshold while enabling them to add a 1D6 Fury Die to weapon Damage for an hour.
WEAK SPOT (Wings): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Battle axe, Dragon-born Ogre hide, Tail vertebrae

GOBLINS

For many centuries, scholars believed that Goblins were the adolescent form of Orx, possibly born out of savage wedlock with a Halfling host. This fact was found to be false, but the truth is not much more savory. The first Goblins were ill-born babies and crippled children. Innocence is very tempting to the forces of chaos, so the Abyssal Prince of Pleasure sent a demonic messenger (called an *imp*) to the child. The imp – disguised as a distant relative, patronly priest or trusted official – pretended to save each of the children; but on embrace, its diabolical essence would fold into the babe, corrupting them. Their skin took on a cobalt hue, as their teeth became more jagged and ears elongated. Their hands and feet sprouted claws, as their eyes turn an angry blood red. After the transformation, each child became a Goblin; a creature of jittering teeth and maniacal laughter.

Taken by wanderlust, they feel compelled by an almost supernatural force to seek out fellow Goblins, to band together into a gang. Gangs such as these often ride Fodderlings or wolves; living a life on the road. Their characteristic jackboots ring with spurs while their quilted gambeson embroidered with symbols of their gang, as they now live a life of an 'easy rider'. They hold absolute disregard for any other Ancestry than their own, yet take no thralls or slaves.

When a Goblin finds one of these gangs to join, they undergo a series of initiation rituals to earn their stripes, which is the first embroidery on their gambeson that designates their status within the gang. The actual rituals vary between gangs, but most of them involve some sort of beating, a test of bravery, a proof of cunning and a final nod of approval from the gang's head Hobgoblin. Gaining that first pattern changes the Goblin, into what was once a whelp into a true 'road warrior'.

Living in a Goblin gang can be dangerous and hard-scrabble, but they are at least free to do as they please. They'll sneak into villages at night from the forests, whereupon they steal chickens, break into people's houses to take jewelry and even set a few buildings ablaze. However, Goblins are not completely amoral. Since they are basically mutated children, Goblins will almost never harm or put any child at risk, no matter their Ancestry or creed. But all is not sweet; life in the Goblin gang is not one of permanence. Squabbles, feuds and infighting among their own often results in their being ousted from the gang, with nowhere left to turn. Adrift from the brethren, this is when a Goblin will begin to reproduce on their own asexually, in hopes of establishing their own familial gang.

Enslavement by an Orx WAAAR! Horde results in a much different fate. Orx use Goblins to slop bog houses, shovel boar and wolf manure, scrape gongs and clean the rags Orx

use to wipe their bungholes. The most 'celebrated' of these *shit-sloggers* are then elevated to maintain the dangerous Orx war machines. Even the slightest hint of disrespect means the Goblin faces at least a beating or potential death by suffocation beneath piles of excrement. Even less fortunate than these are Abyssal-born Goblins, emerging from the putrid slime trails of Great Devourer demons.

HOBGOBLIN

GOBLIN

Each of the numerous Goblin gangs is led by a Hobgoblin, which with their skin leathery from lashing winds and their wiry frames, tower over their Goblin kin. Hobgoblins rise through the gang in a series of violent initiation rituals, terrible crimes and acts of perverse frontier justice that feed the demon inside of them, causing them to grow taller and broader than other Goblins. They are efficient and brutal leaders, but hesitate to kill their own as their main strength is in their numbers. That does not mean they are above violent intimidation, however. Hobgoblins often wear sobriquet or elaborate garb over their face, if only to appear more menacing to outsiders. It is said that all Hobgoblins follow a leader called a 'Khan', upjumped from the roughest of their crew. Most scholars agree the Khan is actually an Orx Bigboss, but Hobgoblins scoff at the notion while nervously glancing over their shoulder.

Unlike Goblins, they are unable to reproduce asexually. Instead, they mate with each other, producing Hobgoblin offspring. This gives them a sense of permanence and family that Goblins do not quite have and is one more reason why Hobgoblins are both leaders and teachers among their kind. Hobgoblins are, however, notorious liars and untrustworthy – allying with Orx one day, only to turn their backs and join the Dvergar the next. Their reputation is so bad that even other Hobgoblins distrust them, despite a shared heritage.

HOBGOBLIN

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	45% [4]	50% [7]	45% [6]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10	6 (12/18/24)	7 (13/19/25)	65% Defensive	50%	Basic (High)

Alchemy +10, Athletics +10, Awareness +10, Eavesdrop +10, Martial Melee +10, Ride +10, Simple Ranged +10, Stealth +10, Survival +10, Warfare +10

ATTACK PROFILE

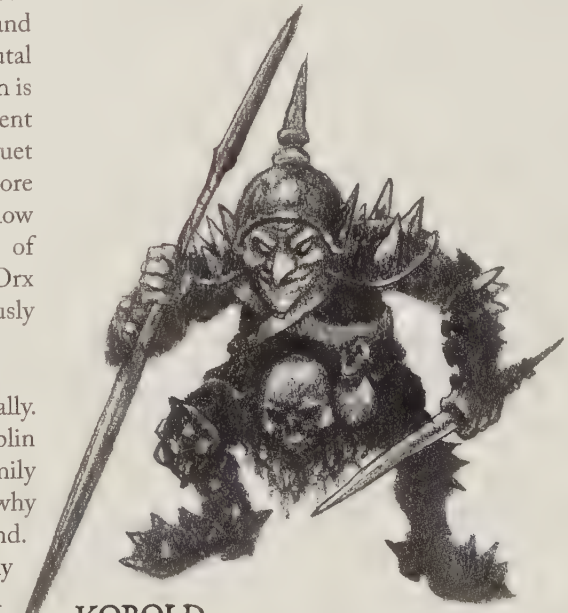
Sabre: 55% • Distance (melee engaged) • Damage (4) • Defensive
Hunting Bow: 55% • Distance (ranged 15 yards) • Load (1 AP) • Damage (7) • Finesse, Weak

TRAITS

DARK SENSE: These creatures can see in the dark.
HATRED (Dwarf, Gnome): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
SADDLE TACTICS: When fighting on horseback or a vehicle, they flip the results to succeed at Attack Actions and Perilous Stunts.
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

TRAPPINGS

Arrows (6), Folkbane (3), Hunting bow, Leather armor, Sabre



KOBOLD

GOBLIN

When there is smoke, there is fire – and the acrid smoke of the Orx WAAAR! Horde is often led in the vanguard by a massive wave of gibbering Kobolds. Meaning 'swarm' in their tongue, they make up the bulk of any Goblin gang. These

bands consist of the hedonistic and lackadaisical Kobolds, who like nothing more than wandering between backwater villages to raid, drink and kill. Among themselves, Kobolds possess a strange sense of honor and camaraderie, seeing each other more as blood brothers than simply allies. That does not mean they will not turn on each other, as respect through force essentially sums up their brutal philosophy. Enough disrespect leaves the Kobold ousted from their band and liable to be enslaved by Orx WAAAR! Hordes.

Kobolds are often mischievous, cruel and even stupid. They love to torture their live meals before devouring them with their sharp, filed teeth, as they feel 'wriggly' meat is the best. Many Kobold bands will run into towns, slaughtering livestock, destroying property and crops and stealing candy from babies – all for the fun of it. If a Kobold is ever found alone, it is absurdly weak and little more than a bother to kill, but they often tend to get too big for their britches – they will curse, tease and talk a big game even as they are being pulled apart piece by piece. Perhaps that is what sets Kobolds apart from their Orx masters – they have seen and been through so much, that they have come to see anarchy and nihilism as the best way to cope.

KOBOLD

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	5 (11/17/23)	7 (13/19/25)	65% Defensive	60%	Basic (Low)

Awareness +10, Ride +10, Simple Melee +10, Stealth +10

ATTACK PROFILE

Fire-hardened Spear: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach, Weak

Javelin: 45% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS

DARK SENSE: These creatures can see in the dark.

HATRED (Dwarf, Gnome): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.

SQUABBLE AMONG THEMSELVES: When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test as their Turn starts or else attack their own allies. They can Resist every Turn thereafter.

TRAPPINGS

Buckler, Fire-hardened spear, Javelin (3), Quilted armor

KOBOLD FANATIC

GOBLIN

Stalking out of the shadows, wearing ratty cloaks that conceal their pale flesh from the sun, slink the Kobold Fanatics. Trailing behind a rabid mob of hungry Fodderlings, Fanatics direct them where they can sow the most chaos.

Kobold Fanatics are the Goblins who breed and care for Fodderlings, the trademark mount of the Goblin gangs. Fodderlings are born and live in deep caves and as they care for them, the chthonic darkness changes the Kobold Fanatics. They become more deranged, hunched over with pale skin and pupiless eyes. When they do climb to the surface and crouch under the sun, they must wear heavy cloaks or garments to avoid its burning light. Apart from their duties caring for Fodderlings, Fanatics are all but useless to a Goblin gang during the daytime. As dusk falls, however, they remove their cloaks and are sent on dangerous –espionage and assassination missions against the gang's enemies.

Goblin lands are notoriously spider-infested, but these arachnids are often the size of large hounds and must be placated lest they devour whole tribes. Kobold Fanatics are sometimes tasked with warding off or even caring for these massive spiders, often breeding them alongside Fodderlings. Some even fall under the thrall of the monstrous Attercap Spider – poisoned with her hallucinatory venom, they do as the Attercap demands, bringing food and expanding their territory. The Orx do not mind this all that much, as Kobold Fanatics are easy to find and Attercap Spiders make powerful allies in their endless war machine. As beneficial as this is, both Orx and Goblins are understandably wary of letting the Attercap take control over the entire situation.

KOBOLD FANATIC

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	4 (10/16/22)	7 (13/19/25)	55%	60% (Natural)	Basic (Low)

Coordination +10, Simple Melee +10, Simple Ranged +10, Stealth +10

ATTACK PROFILE

Threshing Flail: 55% • Distance (melee engaged or 1 yard) • Damage (4 or 5 two-handed) • Adaptable, Reach, Weak
Net: 55% • Distance (ranged 5 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

AVERSION TO LIGHT: When these creatures are exposed to any sort of light (such as from a torch), they suffer a penalty of -3 to their Damage Threshold.
BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
BLOODLESS: These creatures cannot Bleed.
DARK SENSE: These creatures can see in the dark.
HATRED (Dwarf, Gnome): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
SQUABBLE AMONG THEMSELVES: When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test as their Turn starts or else attack their own allies. They can Resist every Turn thereafter.

TRAPPINGS

Net, Red cap mushroom (3), Religious token, Tattered clothing, Threshing flail

GRENDEL

The actual origins of the Grendel remain the subject of much debate. Old tales speak about the beastmen of the woods, a punishment from the gods for mankind's bloody ways – or perhaps that they were the original inhabitants of the world, swearing revenge upon their brethren who'd learned to walk upright. Some even say that the Grendel grow their numbers by cajoling mortals into drinking their mutative wine, called 'Dionysian Delights'. Modern scholars agree that they are beasts who were corrupted by the Abyss and while many Grendel follow the lurid call of chaos, they are still wholly unnatural creatures of flesh and blood. No matter which tale is true, they exist and have an unending hatred of humanoid society – not because of their inadequacies, but because of humanoids reluctance to submit to their desires.

Grendel are terrible hybrids of man and beast, taking a myriad of grotesque, anthropomorphic forms. Though many have traits of ungulate creatures, other bestial aspects such as avians and reptiles have been observed. Most Grendel are uniformly male creatures, maintaining sexual congress with both men and women. A strange quality of the Grendel makes them grossly desirable – many scholars deem this related to their satyrian musk or possibly just the primal aspect of the creatures. Entranced women are led to their mating pen, which hold others in various stages of childbearing – it is not an odd sight to see several scantily-clad men attending to the gravid mothers as well. Babes born of such mating emerge mostly of their mother's Ancestry, although they display bestial attributes – fur-covered bodies, perhaps small horns or legs that end in hooves. As the child grows – and they grow fast, reaching maturity in about three years – they become more and more like the Grendel.

Their society is organized similar to a wolf pack, called a 'Wild Hunt'. A Grendel's place within the Wild Hunt is determined by how bestial they appear – the young Broo, who are nothing more than slightly animalistic humans, are lowest in the hierarchy. The mighty Taurus are often the leaders of the pack, grotesquely afflicted with satyriasis and drunken rage. These alphas lead the Wild Hunt on raids, always have first pick of slaves and deal out punishment to underlings. Taurus are dethroned only through cunning violence, either slinking off to join the rest of the pack or into the woods to languish. The Grendel live a life of never-ending hedonism. When not performing raids for slaves, food and wine, they hold massive orgies and drug-addled ceremonies to their god. The only warning signs they give on their drunken raids are bestial braying and a terribly musky odor. Fire, death and droppings are all that remain in their wake of destruction. That is why families warn their children to stay away from the woods – a Wild Hunt could sweep by in a second, scooping up their children to lead a more barbaric life.

Despite their intense celebrations, they are truly tormented creatures: victims to a foul blood coursing within their veins, directed by nature to commit bestial acts. Captured Broo often lament their lives, one torn between dual personalities of humanity and bestiality – a life they never asked for. They offer prayers to their anarchic god called The Outsider, beseeching Him for salvation from the curse of their birth. But as they grow older and ascend higher into the Wild Hunt, their humanity fades away, becoming a small mote in the dark recesses of their minds. They become pure beasts… which is the fate of all Grendel.

BROO

GRENDEL

Grendel are not fully formed when they emerge from their mother's womb. Amongst the squalling and the screaming is a rather humanoid-looking babe, but with a few radical differences.

These adolescents are called Broo (so named for the braying they make as they fight and eat) and they appear as Human males covered in thick courses of hair. In addition to being quite hirsute, Broo possess other bestial traits, though none too extreme. Depending on what sort of beast they take after, their teeth will often either be quite sharp or be squat and flattened. Their nails grow to incredible lengths, with eyes of an animalistic mien, while some will even display other traits such as small goat-like horns or hairy snouts. Broo are eager to prove themselves, to 'earn their horns', spending their days learning the ways of the Wild Hunt by wrestling, hunting and being mentored by the Wose. Though few Grendel take personal possession of their children, they will often communally raise the Broo in order to raise them to be strong and capable. The weak and sickly are abandoned, if not outright killed. There is also a special breed of Broo, those fathered by Taurus. They are born with animalistic legs, but a humanoid upper body. They tend to be tricksters and ne'er-do-wells, the pride of the debauched Grendel packs.

Broo age quickly and as they grow, their bestial traits become more exaggerated and explicit. By the age of two, they appear as a Human in their late teens, ready to find their first mate. The Broo will go about an adulthood ceremony at this time called the 'first rut', which occurs on the first full moon of that year. Broo at this age are also deemed war-ready and take part in smaller pack raids, though they are still deemed too inexperienced to join the Wild Hunt. By the age of three, a Broo is fully grown, becoming a Hircus and a full member of the Wild Hunt. This rite of passage, like most things in Grendel life, is a cause for celebration – the main aspect of the event being a sparring bout between the Broo and its father, in order to show their assertion of dominance and their rejection of control. Nothing makes a Grendel father prouder than to be supplanted by their son.

BROO **SIZE:** Normal

C	B	A	P	I	W	F
45% [4]	50% [6]	40% [4]	45% [5]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	7 (13/19/25)	7 (13/19/25)	65% (Defensive)	50% (Natural)	Basic (Low)

Athletics +10, Awareness +10, Intimidate +10, Simple Melee +10

ATTACK PROFILE

Fire-hardened Spear: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach, Weak

Mutated Hooves: 55% • Distance (melee engaged) • Damage (6) • Pummeling, Powerful, Slow

Javelin: 45% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS

DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

TRAPPINGS

Buckler, Fire-hardened spear, Hide armor, Javelin (3), Jug of Dionysian Delights

EQUIGORN

GRENDEL

Grendel follow a myriad of countless Daemons in history who supposedly laid with women, men and animals. Along with the countless women and men in Grendel mating pens, a true animal or two – such as a cow or mare – is often seen.

Grendel mate, too with these creatures and the resulting birth are the maligned Equigorn. These creatures have their legs replaced with the entire body of their maternal animal, while their upper torso sits upon where the head and neck of the beast would normally be. These six-limbed creatures age much as their other Broo brothers, growing more bestial with age, but they are never fully accepted by the Wild Hunt. There is an unspoken taboo of Grendel siring offspring with a beast, as it is believed it pollutes the blood. Though never exiled or banished, Equigorn are often excluded from group matings, larger raids and are given burdensome tasks that no Hircus would dare undertake. It is no surprise that Equigorn take heavily to alcohol more than other Grendel.

When Equigorn are taken on raids, they are front line fighters who use their fury to strike down all in their path, wielding giant axes and trampling enemies with their enormously powerful legs. Their bodies also lend themselves to speed, making Equigorn ideal messengers and scouts. Within the Wild Hunt, they are used as little more than beasts of burden. There is rarely more than a dozen or so Equigorn in a Wild Hunt and even they avoid each other. Equigorn are brooding beasts and even the sex slaves rarely want to mate with them due to their size. This is not the fate of all these tortured souls, though; there have been reports of Wild Hunts composed of only these Grendel and their alphas are truly terrifying creatures.

EQUIGORN

SIZE: Large

C	B	A	P	I	W	F
50% [5]	45% [8]	40% [6]	45% [4]	35% [3]	40% [8]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	12	9 (15/21/27)	11 (17/23/29)	70%	40%	Intermediate (High)

Athletics +20, Awareness +20, Guile +10, Interrogation +10, Intimidate +20, Martial Melee +20, Resolve +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Pike: 70% • Distance (melee engaged or 1 yard) • Damage (5) • Reach

Mutated Antlers: 70% • Distance (melee engaged) • Damage (8) • Pummeling, Slow

Mutated Hooves: 70% • Distance (melee engaged) • Damage (8) • Pummeling, Powerful, Slow

Francisca: 50% • Distance (ranged 5 yards) • Load (1 AP) • Damage (5) • Throwing, Weak

TRAITS

BLITZ: When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.

DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

WEAK SPOT (Legs): When a creature's body part indicated in parentheses is successfully struck by a Called Shot, a foe adds an additional 1D6 Fury Die to Damage.

TRAPPINGS

Francisca (3), Hide armor, Jug of Dionysian Delights (3), Pike

HIRCUS

GRENDEL

Most Broo grow up to become a Hircus, by far the most common and well-known of the Grendel. As they age, their body hair becomes thicker and covers their whole form, their heads become those of animals, they sprout tails and their legs take on a bestial shape with an inverted knee. These are the main force of the Wild Hunt and they are generally considered the betas of the pack. The Hircus is also the first Grendel that truly displays their bestial heritage – while Broo are too young to feel the call and Wose have purposefully been castrated to control their urges, the Hircus are a different story. They are wild and bloodthirsty, resorting to ritualistic fights, called 'tussles', in order to quell the many conflicts within a Wild Hunt. Hircus also mate and cavort often, spending their free time in either the throes of passion or the depths of drink. The Hircus life is one filled with jealousy, one bent on proving your worth to the alpha and usurping your brothers. If a Hircus is ever deemed weak, they are ousted from the Wild Hunt and marked with a brand as a sign to others not to trust the wretch.

Hircus are wild fighters, using their hooves and horns just as often as their blood-encrusted weaponry. They are intimidating as well, making bestial howls and screeches to herald their arrival, then jittering from the dark just out of sight. When not fighting, mating or drinking, Hircus undertake various menial chores for the Wild Hunt – slaughtering food, standing guard and scouting for new bases of operations. Wild Hunts are semi-nomadic, settling in the choked wilderness near a town and picking it free of mates, food and weapons – killing any remains before packing up and moving to the next settlement. Humanoids always fear for the random raids of a Wild Hunt and it is true that they are random – they are performed on a whim by the Hunt's Taurus.

HIRCUS

SIZE: Normal

C	B	A	P	I	W	F
45% [5]	50% [9]	40% [4]	40% [4]	40% [4]	45% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	7	10 (16/22/28)	7 (13/19/25)	75% (Defensive)	40%	Intermediate (Low)

Athletics +10, Awareness +10, Charm +10, Eavesdrop +10, Gamble +10, Intimidate +10, Resolve +10, Simple Melee +20, Simple Ranged +10, Stealth +10, Survival +10, Toughness +20

ATTACK PROFILE

Fire-hardened Spear: 65% • Distance (melee engaged) • Damage (8) • Adaptable, Slow, Weak

Mutated Antlers: 65% • Distance (melee engaged) • Damage (9) • Pummeling, Slow

Mutated Hooves: 65% • Distance (melee engaged) • Damage (9) • Pummeling, Powerful, Slow

TRAITS

BLITZ: When these creatures Charge, they may flip the results to succeed at their next Attack Action or Perilous Stunt on the same Turn.

DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

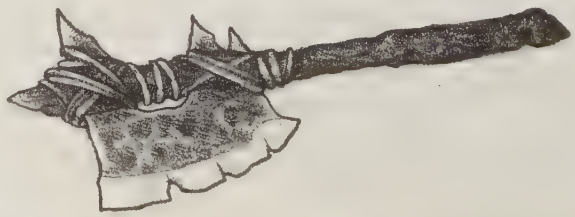
MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

TRAPPINGS

Fire-hardened spear, Hide armor, Jug of Dionysian Delights, Wooden shield



TAURUS

GRENDEL

Grendel lives are often short-lived; between accidental overdoses of hallucinogens, exhaustion from sexual conquest or simply dying by the sword during a raid, few Hircus see beyond their fourth year. But there are those that survive and conquer adversity, falling to the call of their bestial blood in order to ascend past mere status as a beta.

These aged and powerful Grendel are known as Taurus and they tower above their Wild Hunts in both stature and power. The exact moment a Hircus becomes a Taurus is yet to be pinpointed, but the youngest Taurus ever slain is said to have been at least twenty years old – others in their second centuries have been found still leading their Wild Hunts. Taurus are tall and broadly muscled, reaching nearly the same heights as an Ogre: crisscrossed with scars, bestial hoofs, polycerate horns and tails grown massive and imposing. Few have retained the ability to speak, only communicating in growls, howls and brays that are interpreted by Wose. Taurus lay upon thrones of their dead enemies, surrounded by supplicants and slaves while fed a steady diet of food, alcohol and drugs. They rule above all other Grendel, their worth proved through combat and the strength of their seed.

Though a Wild Hunt may be home to several Taurus, only one of them is favored the aforementioned luxuries of an alpha. Any Taurus who believes they can serve the pack better can issue a formal challenge to the current alpha, one that culminates in tests of combat, sexual prowess and imbibing. If the alpha is usurped, there is little shame in it – he was proven not as capable and thus submits and joins the throngs of the Wild Hunt once again. Motivations of the alphas are inscrutable and varied, but there is one certainty: that every Taurus desires to show humanoids the true ways of bestiality – though these true ways involve nothing more than violent acts of perversion. The alphas dream of a world of pleasure populated solely by Grendel. Some will even look towards fell gods for power, bringing their entire Wild Hunt in line with the terrible wishes of the Abyssal Princes, specifically The Outsider.

TAURUS — SIZE: Large

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [6]	45% [4]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	12	11 (17/23/29)	9 (15/21/27)	80%	40%	Advanced (Low)

Athletics +30, Awareness +20, Charm +30, Interrogation +10, Intimidate +20, Martial Melee +30, Resolve +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Battle Axe: 80% • Distance (melee engaged) • Damage (6) • Adaptable, Slow

Mutated Horns: 70% • Distance (melee engaged) • Damage (10) • Pummeling, Powerful, Punishing, Slow

Mutated Hooves: 70% • Distance (melee engaged) • Damage (10) • Pummeling, Powerful, Slow

TRAITS

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

DARK SENSE: These creatures can see in the dark.

DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate

Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

TRAPPINGS

Battle axe, Hide armor, Jug of Dionysian Delights

WOSE

GRENDEL

When some Broo show exceptional learning and aptitude for the Grendel's runic language, they are removed from the main bulk of the Wild Hunt to commune with the Wose. There, they are ritually castrated and their masculinity burned upon a flame. This turns the simple Broo into the Wose, the advisors and scholars of the Grendel.

Trained in all manners of knowledge from strategy to simple arithmetic to the proper prayers to say to the gods, Wose are deemed as wise sages who have been removed of their 'second mind' to fully focus on their first one. A side-effect of the castration seems to be that the Wose's bestial features are mitigated – their body hair will fall out and their claws will shorten, but their head shape shifts radically. Eventually, a Wose will appear as a normal man with the head of a beast and this is considered a divine blessing. Wose spend much of their day either consulting with the alpha, caring for the wives in the mating pens or teaching Broo all the intricacies of beastdom. In common lore, it is the Wose who often tempt mortals into drinking from decanters of Dionysian Delights. This blessed wine reputedly turns mortals into a fledgling Grendel, and these rumors are, in fact, true to some degree. Those who drink of the jug not only gain a Horrid Mutation they eventually devolve into a Wose too.

Wose carry and wear little, often possessing only a flowing toga and a walking staff. Few ever accompany raiding parties on expeditions – those that do usually serve as morale boosters shouting benedictions to their kin. That does not mean Wose are defenseless, as they have undergone the first rut and the ritual fights all Grendel must perform. Indeed, Wose have less to lose, as they are incapable of mating and can never aspire to become the alpha. Rumors abound that some Wose have even learned to beseech the woods and their spirits for their aid and such whisperings pose a mighty threat if they hold any merit. Above all, the Wose speak to The Outsider – the abandoned fifth Abyssal Prince who has become the patron of the Grendel and undivided chaos. It is He that allows the Wose to speak to the trees and it is He who wishes their libations to never end.

WOSE — **SIZE:** Normal

C	B	A	P	I	W	F
40% [4]	35% [3]	40% [4]	40% [5]	45% [6]	45% [6]	50% [6]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	4 (10/16/22)	9 (15/21/27)	40%	50%	Basic (High)

Bargain +10, Coordination +10, Eavesdrop +10, Folklore +10, Incantation +10, Intimidate +10, Leadership +10, Resolve +10, Rumor +10, Survival +10

ATTACK PROFILE

Staff: 40% • Distance (melee engaged) • Damage (4) • Adaptable, Pummeling, Weak
Mutated Antlers: 40% • Distance (melee engaged) • Damage (3) • Pummeling, Slow

TRAITS

DIONYSIAN DELIGHTS: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they are Intoxicated. If the result is face '6', they are not Intoxicated.
PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

TRAPPINGS

Diabolical holy symbol, Hide armor, Jug of Dionysian Delights, Loose robes, Prayer book with 6 Petty Magick spells, Reagents appropriate for Magicks (9), Staff

LYCANTHROPE

MUTANT

In even the most primal of memories, there lurk terrible humanoid-beast hybrids who stalked our primordial ancestors across frozen tundra and through old growth forests – beasts that were once thought to be friends and loved ones. These terrible and tragic beasts exist to this day as the cursed Lycanthropes.

Lycanthropes have directly suffered the bane of a god's wrath, usually the Demiurge. Those who were cursed to become Lycanthropes have a long history of hunting for pleasure, cruelty to animals and bestiality. Their hubris takes them over in a strange way – while they can appear normal on most occasions, during the turn of a moon they undergo a horrid change. Their flesh splits and grows, course hair sprouts from their bodies, their faces elongate and they bay in pain as their body mutates uncontrollably. Once they have fully transformed, they resemble a monstrous fusion between a man and a beast: an upright wolf with Human eyes, a sleek puma with humanoid hands, shaggy bears with muscled arms – or worse. Lycanthropes are at their most dangerous when in the sway of the cosmos – their long, black-barbed claws drip with Tomb Rot, as their needle-like rows of teeth gnash and slobber with a Cheshire Cat smile, possessed by an unstoppable hunger. When the moon sets, the Lycanthrope will revert back to it humanoid form; this is not a guarantee though, as some Lycanthropes have become so terribly mutated that they stay in their beast form forever.

Lycanthropes can also spread their curse to others – if the victim ever obtains a Disorder while suffering from a Lycanthrope's Tomb Rot, they contract a Mutation called Moon Fever and join the legions of the skin-changers. Those that do often lead double lives, quarantining themselves while under the control of the full moon's glow. They also tend to live together in packs, understanding each other's suffering and hunting together as a group. It is rumored that there exist whole villages that are home to nothing but these vile creatures. Their forms are also endless – though most Lycanthropes take on the shape of bears, wolves and bats, other forms such as crocodilians, felines and porcine are also reported. Luckily, they all suffer the same aversion to wolfsbane, despite its namesake.

LYCANTHROPE — SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [8]	45% [6]	40% [4]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	8 (14/20/26)	9 (15/21/27)	None	50% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Coordination +20, Eavesdrop +20, Guile +20, Handle Animal +10, Intimidate +20, Resolve +20, Simple Melee +20, Stealth +20, Survival +10, Toughness +10

ATTACK PROFILE

Eviscerating Claws: 70% • Distance (melee engaged) • Damage (6) • Fast, Finesse, Vicious

Ragged Teeth: 70% • Distance (melee engaged) • Damage (8) • Entangling, Pummeling, Slow

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

BANE OF LYCANTHROPES: When creatures are struck with weapons coated with a sprig of wolfsbane, they suffer an additional 1D6 Fury Die in Damage.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

LICK YOUR WOUNDS: These creatures can spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their

hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Lycanthrope hide

MEDUSA

MUTANT

Basilisks and Cockatrices are imposing beings, not only because of their monstrous forms, but also because of their petrifying gaze. But what happens to their terrible statues as they suffer the wear of ages and the call of Corruption? Some of those statues turn into the hideous womanizers and seductresses called Medusa.

The Medusa were once folk petrified by the gaze of a Basilisk or Cockatrice, only to be broken free of such shackles by an outside source such as dark Magicks and stink of the Abyss. When revived, their body transforms and turns towards serpentine features: their eyes become almond shaped, smooth scales grow upon their lower torso and they begin to speak in a sibilant – yet alluring – hiss. Their hair undulates upon its own accord, each lock twisting and curling as if underwater. Some Medusa return to civilization in an attempt to reintegrate back into the populace, yet keep their lair out in the wilderness. They are intelligent creatures, but Medusa generally feel two emotions the strongest – lust and hunger. Medusa can come off as hauntingly handsome or beautiful, luring numerous lovers into their dens with the promise of a night of passion. But once the love is over, the Medusa feasts upon their favorite meal – the freshly plucked eyes of their lovers. Those that attempt to escape are petrified on the spot and the Medusa's lair is filled with countless statues of men and women in flight – as well as warriors who attempted to free the imprisoned.

Medusa use their lightning reflexes and sharp vision to benefit their already formidable archery skills. Some Medusa have become so horribly mutated that their entire lower body is replaced by a muscular and squamous snake tail. Their blood is also highly acidic like Snake Venom – their heart drips a murky green and the fluid is the only antidote to undo a victim's petrification. An odd aspect of the Medusa is that their petrifying gaze seems to be a reflex rather than a willed ability – Medusa heads have been detached and have maintained their petrifying ability – administered through the strategic pull of a few nerves and tendons. This pulls the chaotic Ætheric winds towards the user however – becoming more and more Corrupted with each yank of the entrails.

MEDUSA **SIZE:** Normal

C	B	A	P	I	W	F
45% [4]	50% [7]	45% [11]	40% [4]	35% [3]	40% [7]	40% [6]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	14	8 (14/20/26)	10 (16/22/28)	None	75%	Advanced (High)

Athletics +20, Awareness +20, Charm +30, Coordination +30, Disguise +30, Folklore +10, Guile +20, Interrogation +20, Intimidate +30, Martial Ranged +30, Resolve +20, Scrutinize +10, Simple Melee +20

ATTACK PROFILE

Rapier: 65% • Distance (melee engaged) • Damage (11) • Fast, Finesse, Weak

Composite Bow: 75% • Distance (ranged 16 yards) • Load (2 AP) • Damage (11) • Fast, Finesse

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

CAPTIVATING CRY: When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

DARK SENSE: These creatures can see in the dark.

EYES WIDE SHUT: When this creature's eyes are successfully struck with a Called Shot (otherwise treated as head), they lose their ability to use Petrifying Gaze.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GIVE ME YOUR EYES: When these creatures inflict a Moderate Injury, it is always a *Black Eye*. When they inflict a Serious Injury, it is always *Head Trauma*. Finally, when they inflict a Grievous Injury, it is always a *Vitreous Hemorrhage*.

I GOT AXE FOR YOU: After this creature makes an Attack Action with a melee weapon, they can immediately make an Opportunity Attack with any one-handed ranged weapon with the Throwing Quality on the same Turn.

PETRIFYING GAZE: When foes are Engaged with this creature (and the creature can see them), they must Resist with a successful Awareness Test or be Petrified. While Petrified, they are left Helpless and unconscious. Petrification lasts until the heart of the creature that caused the Petrification is pulverized into a bloody concoction and poured over the victim with a successful Alchemy Test.

SANITY-BLASTING: W hen first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Arrows (9), Composite bow, Mask of golden coins, Medusa's head, Medusa's heart, Quilted armor, Rapier

ORX

If there is one menace that nearly every child knows and fears, it is that of the boar-like and savage Orx. Not to be confused with the Barrel-bellied Orc, these savage Mutants seem to spawn without end. The only blessing keeping them from overrunning the known world is their infighting and inability to organize.

It is spoken that Orx (pronounced with a hard 'k' for a singular Orx) grow their numbers by a terrible mutation spread via the slaughtered. Victims of an Orx's sword sometimes undergo a horrendous transformation. Though it is not known why, it is known that Orx blades grow a strange, green fungus upon them. This fungus-borne disease, called Orx-molt, is known to flourish in the fresh wounds of the recently dead. During the putrefaction and decomposition phase, a horrid mutation seals these wounds and as the body swells with barbaric thews, the viscera are hardened by cirrhosis. As this happens, the face of the corpse changes from its deathly pallor to a porcine-like image as the skin turns fleshy to coarse, thick hair. And by the new moon, the victim is reborn, drawing its first breath as a vile Low Orx. This process has confounded even the eminent of academic minds, but there is no doubt that the seeds of corruption must first be present before this terrible fate of the slaughtered can occur, for not every victim of Orx savagery results in revivification into this putrid form.

What little culture the Orx has following its transformation revolves exclusively around eating and fighting. Unable to reproduce with their own, Orx-molt is a common tactic used to spread their numbers (save for the rare few who are born Boogans by crossbreeding). Orx are clannish, organizing into WAAAR! Hordes, each of which plays host to hundreds of Orx whose goal is plunder, rapine and decapitation. Orx infighting is common, with a majority of casualties coming from ravaging coups, bloody arguments and poorly-plotted murders. Unless led by semi-intelligent High Orx, these lowbrow Mutants slaughter themselves in a vicious cycle of death and rebirth. Though WAAAR! Hordes will often raid humanoid settlements, imagined slights and infighting have caused more than one civil war. Orx revel in their cruelty, laughing and mocking adversaries in their broken tongue.

Orx leaders, called 'Bigbosses', lead the feared Orx WAAAR! Hordes. Once a High Orx, these Bigbosses usurped the previous Bigboss in a fit of rage by ripping out their still-beating heart and devouring it. The black mutation which grows within the heart of a Bigboss finds its way inside the High Orx, turning their skin ebony as massive tusks worm out of their jaws and away from their faces. The new heart takes on aspects of a second brain, containing knowledge of strategy and terrible machinations. Emerging as the new Orx Bigboss, all other Orx kneel before them... but invariably, another High Orx is now plotting, biding their time to usurp the new Bigboss.

The other mainstay of Orx culture besides violence is worship of the Tusked One. He is often depicted as an albino, one-eyed Orx who stands as tall as a siege tower. The Tusked One represents everything that a perfect Orx wants to achieve: endless hunger, countless thralls at their feet and riches unimaginable. Many Orx leaders believe the Tusked One got his position by killing a god and consuming his soul. Many WAAAR! Horde skirmishes revolve around the fact that one Bigboss believes the other is too close to fighting 'Da Orx Upstairz' and thus ascending to godhood. It is obvious that no mortal could kill a god, but this Orx delusion fuels too much fire to be quelled. Their Orx minds simply refuse to accept this fact in a twisted instance of irony.

BOOGAN

ORX

Boogan are the offspring of Orx, but that would be a generous term for them. Impregnated into the humanoid victims of savage WAAAR! Hordes, Boogans are born of sexual violence.

They gestate within mere weeks; unfortunately, mothers rarely survive postpartum, but those who do are immediately prepared by the Orx host for their next child. Orx in miniature, they are near countless in number among a WAAAR! Horde. These 'half Orx' are not beloved children to the Orx; they are often viewed as pests, cannon fodder and even food, being likened to excitable puppies at best. Boogans are barely sentient and are quick to lick their Orx master's boots. It is known that Boogans do not mature like other mammals; they remain stunted and small yet able to survive on their own. If a Boogan manages to live for a full year without being eaten by other Orx, they sometimes undergo a transformation not unlike that which gives birth to the Low Orx. This transformation is also ritualized by the hand of a High Orx.

Boogans often travel in small 'swarms', usually consisting of roughly two dozen members that constantly fall over each other, curse and in-fight. Boogans have suicidal tendencies – not due to any mental issue, but rather due to stupidity and an inability to comprehend the consequences. To them, jumping off of a cliff means nothing, because they have no concept that jumping from a large height onto jagged rocks will kill them. They laugh when other Boogans die, feeling no sense of remorse or sorrow and even treating it as a game. Not only do Orx hate Boogans, but so do humans – they infest camps during conflicts with a WAAAR! Horde and always prove to be a nuisance. In fact, in a strange sense of camaraderie, an Orx will even apologize to the enemy for such Boogan infestations – making these whelps the lowest of the low.

BOOGAN — SIZE: Small

C	B	A	P	I	W	F
40% [4]	40% [4]	50% [6]	45% [5]	35% [3]	45% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	4 (10/16/22)	7 (13/19/25)	60%	75% (Natural)	Basic (Low)

Awareness +10, Simple Melee +10, Stealth +10, Survival +10

ATTACK PROFILE

Shiv: 50% • Distance (melee engaged) • Damage (4) • Fast, Weak
Rocks: 50% • Distance (ranged 5 yards) • Load (1 AP) • Damage (4) • Pummeling, Slow, Throwing, Weak
Red Cap Mushroom: 50% • Distance (melee engaged or ranged 5 yards) • Damage (None) • None

TRAITS

DARK SENSE: These creatures can see in the dark.
FECKLESS RUNT: When this creature's Turn begins, roll 1D6 Chaos Die. If the result is face '6', they elect to attack that Turn with a senseless object that does no Damage.
SNIVELING WHELP: These creatures can only use 2 AP during combat.

TRAPPINGS

Red cap mushrooms (3), Rocks (3), Shiv, Tattered clothing

HIGH ORX

ORX

The Tusked One demands powerful sacrifices from the Orx folk and those that dare take up the challenge may ascend to become a High Orx.

After a Low Orx makes an appropriate number of blood sacrifices to the Bigboss, they are sometimes granted an advancement in rank among the WAAAR! Horde. Should the Bigboss approve, they will ritually slay a Low Orx, laying them among the shallow ditches where dead humanoid mothers previously used to birth Boogan are interred. While their body decomposes in this grotesque 'rebirthing chamber', a Low Orx undergoes a hibernation period until the new moon rises. Then their horrid transformation begins. Their shoulders broaden to the width of the span between a man's hands, as their skin calcifies yellow and grey. Their arms take upon the appearance of corded rope, sinewy and powerful. Their head swells – if only to accommodate a row of vicious teeth and gelatinous mass to further protect their peanut-sized brain – as a massive cleft chin bristles with hair. And when the blinding pain fades, they arise, having undergone a rebirth from the vast sickness, as a High Orx.

Long ago, High Orx were enslaved by the Dvergar, used as a force of cheap labor and sometimes even a source of food. They soon rebelled, as High Orx knew they were capable of much more than their masters wanted of them. Intelligent and brutal, High Orx serve as both front-line fighters and lieutenants within the WAAAR! Horde. While they still hold to the three cultural values of the Low Orx – birth, violence and death – they also seek to exemplify the legacy of their clan. High Orx are visionaries and big thinkers, commanding slaves to erect towers of iron and stone, build statues in testament to the greatness of Bigbosses and aid in crafting the numerous war machines of the Orx WAAAR! Horde.

HIGH ORX

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	50% [7]	40% [4]	45% [5]	35% [3]	40% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	10 (16/22/28)	8 (14/20/26)	55%	40%	Basic (High)

Athletics +10, Intimidate +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

ATTACK PROFILE

Rusted Chains: 55% • Distance (melee engaged or 1 yard) • Damage (7) • Adaptable, Pummeling, Reach

Flanged Mace: 55% • Distance (melee engaged) • Damage (4) • Powerful

TRAITS

DARK SENSE: These creatures can see in the dark.

ONE-TWO PUNCH: When these creatures Take Aim and then make a successful Melee Attack, they force a foe to Resist a Stunning Blow.

SHOOTFIGHTING: These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Brigandine armor, Flanged mace, Rusted chains

LOW ORX

ORX

Low Orx make up the largest portion of an Orx host, aside from the countless Boogans.

Crass, violent and prone to squabbling, Low Orx prefer nothing else than wanton murder and destruction and they fear very little. Some scholars even hypothesize that part of the Orx mutation makes them forget the concept of fear. Low Orx constantly look up in jealousy at their High Orx peers and Bigboss leaders, waiting for the day when they are strong enough to take over and command the WAAAR! Horde in a bloody coup. This is unlikely however, given that Low Orx lack the natural military mind that Bigbosses have. They hold very little dear, being more akin to rabid beasts who understand nothing but fighting and 'ploughing' young maidens. Low Orx have little in the way of scope for cultural growth; to them, there are only three values they can attest to: birth, violence and death.

The Orx WAAAR! Horde is often the only thing a Low Orx knows. No horde is exactly the same. They have names ranging from Thousand Spears to Black Teeth and every right-thinking Orx takes an almost barbaric familial pride in the Orx WAAAR! Horde they belong to. That is not to say there is any love between brothers, but the concept of the 'clan' – maintaining banners of it, attesting your clan is the best and so on – is a common enough trait. Perhaps this is inherited from the Orx long wars against Dwarfs, but the small folk scoff at the idea. Maybe that is why every Low Orx aspires to become the Bigboss, in order to be the leader of the only thing they can say they truly care about.

LOW ORX

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [6]	40% [4]	45% [5]	35% [3]	40% [4]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	8 (14/20/26)	7 (13/19/25)	60%	40%	Basic (Medium)

Athletics +10, Awareness +10, Interrogation +10, Intimidate +10, Martial Melee +10, Resolve +10, Ride +10, Simple Ranged +10, Toughness +10

ATTACK PROFILE

War Chopper: 60% • Distance (melee engaged) • Damage (6) • Adaptable, Slow, Vicious

Javelin: 60% • Distance (ranged 8 yards) • Load (1 AP) • Damage (5) • Throwing, Weak

TRAITS

DARK SENSE: These creatures can see in the dark.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

RINGEN: These creatures penalize their foe's ability to Resist a Chokehold and Dirty Tricks by a -10 Base Chance to their Skill Test. In addition, when they use a Chokehold, add an additional 1D10 to determine how much physical Peril they inflict.

SQUABBLE AMONG THEMSELVES: When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test as their Turn starts or else attack their own allies. They can Resist every Turn thereafter.

TRAPPINGS

Javelin (3), Leather armor, War Chopper

RUDEBOY

ORX

Rudeboys are the demented priests of Orx clans, cannibalistic creatures that worship at the feet of the Tusked One.

Though both Low and High Orx consume the bodies of their fallen foes, they know consuming Orx flesh will drive them into madness. This is what Rudeboys do, however; subsequently, their bodies burst forth with a mutative fungus that ravages their bodies and rots them from the inside out. Most Orx cannibals are slain by this process, torn asunder from within as a punishment by the Tusked One, but those who do survive live onwards as Rudeboys. Blood-red toadstools grow all over their bodies which the Rudeboy consumes regularly to gain spirit visions with the Tusked One and to enter a psychedelic battle frenzy.

The Rudeboy's worship of the Tusked One is different than the rest of the Orx WAAAR! Horde, for their murder is wanton and crazed, resulting in shouted litanies of descriptions of the brutal deaths they've inflicted. High Orx begrudgingly accept the Rudeboy's place in the clans, while Low Orx literally worship at their feet. Which means that Bigbosses must tolerate Rudeboys, lest they lose control of the WAAAR! Horde. One odd aspect of Orx biology is that they cannot regulate their body temperatures well and thus they tend to overheat quite easily. Toadstools are known to reduce heat regulation, so Rudeboys literally cook their brains in their frenzies. It's not hard to see why a majority of Rudeboys border on the unintelligent.

RUDEBOY

SIZE: Normal

C	B	A	P	I	W	F
50% [5]	45% [4]	40% [6]	45% [5]	35% [3]	40% [4]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	9	7 (13/19/25)	7 (13/19/25)	60% (Defensive)	60% (Natural)	Basic (Medium)

Athletics +10, Coordination +10, Resolve +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10

ATTACK PROFILE

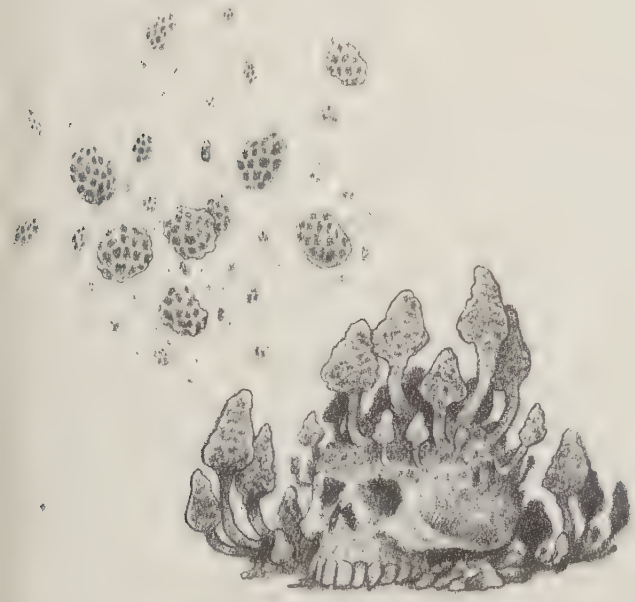
Cleaver: 60% • Distance (melee engaged) • Damage (5) • Slow, Vicious, Weak
Shiv: 60% • Distance (melee engaged) • Damage (5) • Fast, Weak
Hunting Bow: 60% • Distance (ranged 14 yards) • Load (1 AP) • Damage (6) • Finesse, Weak

TRAITS

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
DARK SENSE: These creatures can see in the dark.
HALLUCINOGENIC FRENZY: After ingesting a dose of red cap mushrooms, these creatures add 1D6 Fury Die to melee weapon Damage.
SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.
SQUABBLE AMONG THEMSELVES: When these creatures suffer from Fear or Terror, they must succeed at a Resolve Test as their Turn starts or else attack their own allies. They can Resist every Turn thereafter.

TRAPPINGS

Animal pelts, as clothing, Arrows (9), Cleaver, Hunting bow, Pot of war paint, Red cap mushrooms (3), Shiv



RAVENOUS GHOUL

MUTANT

There are those in this world that are slave to their own vices. Ones given to gluttony can fall prey to chaos' touch during their weakest moments of overindulgence. Once upon this dark path, it cannot be abandoned as the path to ghouldom begins.

At first, their hunger is satiated only by rich foods; thick blood sausage links, lemon cakes by the baker's dozen and eel pies. Over time, the hunger grows more severe. They turn to darker appetites to satisfy their hunger; gruesome buffets of honey-cured Human bacon, Elven ears braised with leafy vegetables and Dwarven fingerling fingers boiled with potatoes. As their body begins to grow obese from overeating, in turn their spirit twists within. As their humanity slips away bite by bite, their corpulence grows as the moon moves towards its final phase. Upon the new moon's zenith, the darkness has fully possessed the poor soul. The flesh sloughs off, revealing a mutated, emaciated shape beneath. Their transformation is complete, forever damned to their gluttonous ways as a Ravenous Ghoul.

Oftentimes mistaken for supernatural creatures, ghouls are Mutants given to less-than-savory predilections. These foul creatures live on the fringes of society, consumed by their insatiable lust for consumption of flesh. Traveling in packs, Ravenous Ghouls picaroon the countryside to sate their hungers with knife and claw and fork. They sometimes follow in the wake of armies, feeding upon both the living and dead. Hunter ghouls may bide their time amidst the rag pickers in the baggage train, donning disguises to hide their grotesquery. Those given to wanton destruction simply lash out with abandon, possessed by their lust for flesh. Feeding

this hunger is paramount, for if a Ravenous Ghoul goes without, they wither and die a terrible, painful death. It is not unheard of for a pack of ghouls to frenzy upon one another when times are lean, leaving only the strongest to survive.

RAVENOUS GHOUL — SIZE: Normal

C	B	A	P	I	W	F
45% [6]	40% [7]	40% [6]	50% [5]	40% [4]	45% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	9	7 (13/19/25)	9 (15/21/27)	None	60% (Natural)	Intermediate (Medium)

Athletics +20, Coordination +10, Disguise +20, Intimidate +20, Resolve +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Fork & Knife: 65% • Distance (melee engaged) • Damage (6) • Fast, Finesse, Weak

TRAITS

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS

Bent silver fork, Fillet knife, Grotesque trophies (3), Stained bib and napkin, Tattered clothing

SKRZZAK

Far below the hustle and bustle of the streets of mankind lies a secret, a myth that few know to be real. Whispers of rat-like folk that control the aristocracy above, a warren filled with terrible half-Human monsters and the worship of a god lost to the annals of time are all hearsay and bedtime stories meant to scare. What is more terrifying is that these are not myths, but the truth of the Skrzzak.

The word Skrzzak (pronounced *skerz'sak*) itself is derived from the Human elder tongue, meaning 'scourge below'; which they have taken onto their liking for perverse reasons. Skrzzak are humanoids, albeit the shape and instinct of mutated rats, filled with ambition, disease, low cunning and violence. Their origins are a mystery: some believe an insane rat catcher enchanted his quarry, while others speak that rats were given sentience by a mysterious god during cataclysmic times. Skrzzak are born, certainly, but in no way a person could imagine. Skrzzak are about the same size as other humanoid Ancestries, though their beady eyes, mange-matted fur, bent backs and prehensile tails mistake them for nothing other than rodent-like monstrosities. Hyper intelligent and monstrous female Skrzzak, known as Broodmothers, ingest corruptive Wytchstone Essences to alter the balance of their four humours for both spiritual and gravid reasons. These self-afflicted mutations are meant to birth the strongest and most capable Skrzzak, which take mere weeks to gestate and are birthed by the litter. These countless Broodmothers and her pups make up the Great Warren, a subterranean empire that teems below the civilized one above. It is of great surprise to those who've survived a Skrzzak assault that these mutated freaks speak the common tongue. No one knows why; it simply is.

Skrzzak society is organized into distinct Kabals: a complex web of confederated houses engaged in a Machiavellian power struggle for control of the Great Warren. Their feudal bickering is suffused with showboating, deception and murder. Only the strongest and most cunning survive whereas the weak are enslaved and often eaten. The Kabals do not embrace ideas such as compassion, loyalty and cooperation; instead, they believe in fear, survival and assassination. Each Kabal is made up of many breeds of Skrzzak, adopting different philosophies and ideologies enacted at the Broodmother's whim. Wytchstone Essence also plays an important part in their society, as its Magick properties permit the terrible experiments and mutations that distort both body and mind; it also serves as a form of currency. Ingesting this terrifying element allows them to commune with their mysterious anthropomorphic deity, who they simply call The Thirteen. Yet, despite their politics, the Skrzzak as a whole seek to overtake the world above, but which Kabal will finally sit upon the throne is a question they squabble over.

Surprisingly, Skrzzak keep some allies from the world above. Human devotees to the Skrzzak's cause, called 'vivimancers', hold positions of power or advantage in the realms outside the Warren and serve as liaisons with the Broodmothers. They are treated as a part of the Kabal, interpreting the Wytchstone-fueled dreams of the Broodmothers, while laying them out into strategies for the Skrzzak. They then return to the world above to push society towards the Broodmother's visions, carefully articulating her plans within plans with subterfuge.

BILIOUS SKRZZAK

SKRZZAK

Though all Skrzzak will fight for their Broodmother and her interests, they will very rarely purposefully die for them. The Skrzzak's natural sense of self-preservation is too strong for them to simply fall upon their own poisoned knives; they can easily tell when they are outgunned and outnumbered and then it is time for them to run!

The Broodmother needs a devoted force, one that is both extremely effective and fanatically devoted. Altering her black bile through injections of Wytchstone Essence, she gives birth to the terrible Bilious Skrzzak. Their journey does not end there, as the new pups are shipped to the most dangerous and vile places of the Great Warren, left alone to survive and adapt. They are conditioned through rigorous torture and administration of Wytchstone fumes by the Choleric doktors to obey their Broodmother above all else. Few survive this harrowing ordeal, but those that do are merciless, fanatically devoted and cruel beyond measure. They emerge a number of years later, permanently masked by strange breathing apparatuses and mutated into frighteningly fanatical monsters.

Born in the Great Warren, molded by it; aside from Tyrants, the Bilious are the strongest of all Skrzzak breeds, broad of shoulder and often crisscrossed with battle scars. They are always preoccupied with cruelty and unfairness, often descending into laconic depression when not actively engaged in acts involving either. Though going toe-to-toe in a brawl against a Bilious is dangerous, their real advantage comes from their arsenal of weaponry. Outfitted by their Choleric brethren, their guns and bombs are powered by Wytchstone shards to devastating effect. These weapons deal casualty and injury, mowing through both enemy and Skrzzak alike; the Bilious do not care if they destroy friend or foe, only that they destroy. Mercy is not a quality known to the Bilious, as they take no prisoners and thoroughly eviscerate those that manage to escape their barrages. They also have little sense of self-preservation; their suicidal tendencies mean they are more than willing to wade into hordes that are far stronger than they are simply to prove their devotion.

BILIOUS SKRZZAK — SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [8]	40% [6]	40% [4]	45% [6]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	11	7 (13/19/25)	9 (15/21/27)	None	60%	Intermediate (Medium)

Awareness +20, Coordination +10, Education +10, Folklore +10, Martial Ranged +10, Navigation +10, Resolve +10, Simple Ranged +20, Stealth +10, Survival +10, Toughness +20, Tradecraft +20

ATTACK PROFILE

Dirk: 45% • Distance (melee engaged) • Damage (4) • Fast, Vicious

Glass Grenade: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • Ineffective, Throwing, Volatile

Wytchfyre Pistol: 65% • Distance (ranged 15 yards) • Load (3 AP) • Damage (8) • Finesse, Gunpowder, Immolate, Vicious, Volatile

Wytchfyre Jezzail: 65% • Distance (ranged 17 yards) • Load (4 AP) • Damage (8) • Finesse, Gunpowder, Immolate

Wytchfyre Thrower: 65% • Distance (ranged 8 yards) • Load (4 AP) • Damage (4) • Gunpowder, Fiery, Repeating, Shrapnel, Volatile, Weak

Tail Vertebrae: 45% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS

BLAM! BLAM!: These creatures may spend 3 APs to attack twice with 2 ranged weapons, providing they possess the Gunpowder Quality and are Loaded.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
GRENADIER: When these creatures are encountered, they have a glass grenade. When thrown, it affects multiple foes in a Burst Template. Affected foes must succeed a Toughness Test or contract Tomb Rot.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SHARP-SIGHTED: These creatures do not suffer penalties for ranged weapons at Medium or Long Distances.
WYTCH-SCIENCE: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-4', they carry two Wytchfyre pistols. If the result is face '5', they carry a Wytchfyre jezzail. If the result is face '6', they carry a Wytchfyre thrower. While carrying a Wytchfyre thrower, they cannot Charge, Maneuver or Run.

TRAPPINGS

Brigandine armor, Dirk, Plague mask, Glass grenade (1), Wytchfyre (6), Wytchfyre jezzail -or- Wytchfyre pistol (2) -or- Wytchfyre thrower

BROODMOTHER

SKRZZAK

The revered prognosticators of the Skrzzak and practitioners of warped Magicks, Broodmothers are the backbone and origin of their society.

Each Broodmother leads her monstrous progeny in one of the hundreds of Kabals that make up the Great Warren. Being the only females of the Skrzzak, they are waited on hand and foot in lightless chambers by their children, treated as the royalty they rightly are. Broodmothers are monstrous creatures, always heavy with child and constantly expelling new litters as she rules from an ossein throne wrought from a Kabal's enemies. Broodmothers always use the royal 'we', feeling that they do not need to do anything when their brood can easily handle it for them. The halls of the Broodmother are lined with supplicants, tribute and the fetid stench of sewage and rot amid darkness encompassing every stretch of her hallowed chambers. When not issuing commands to her children, the Broodmother is found in a Wytchstone-imbued stupor to bring them into communion with The Thirteen, the Skrzzak rat god. Aside from the surface world, the biggest obstacle to the Broodmothers' task are other females – they believe only one queen can rule absolute, yet are unwilling to murder her usurpers. Their royal personage thus resorts to deception, assassination and doublespeak to gain an edge over her 'beloved sisters'.

Broodmothers always carry a distinctive mark – such as a notched ear or a limp tail – that is present in every member of their brood. Their Kabal often uses this trait as their name, such as the 'Cropped Ear' or 'Crooked Tail'. Broodmothers rarely fight, but when they do, their Wytchstone dream-states have provided them with precognition of the immediate future (thus making a nearly implacable foe). Though the Broodmother's relationship with her children is apparent, their association with vivimancers is unusual. Allowed to bear torchlight before the Broodmother, vivimancers are faithful Human servants of the Skrzzak, whose job it is to spread the interests of the Skrzzak into the 'surface courts'. Many vivimancers are influential people in one way or another, but their reasons for aiding the ratkin are mysterious. Perhaps it is a promise of power, wealth or eternal life, but they are not aware that they are just merely pawns of the Broodmothers. True, the Skrzzak may not dwell amongst us, but their agents do.

BROODMOTHER — SIZE: Huge

C	B	A	P	I	W	F
50% [5]	50% [5]	50% [5]	55% [9]	50% [7]	50% [9]	50% [7]

Int	Mov	DTh	PTh	Par	Dod	RFa
+12	8	6 (12/18/24)	12 (18/24/30)	None	50%	Elite (Unique)

Awareness +10, Bargain +10, Eavesdrop +20, Education +10, Folklore +20, Guile +30, Incantation +30, Interrogation +20, Intimidate +10, Leadership +30, Navigation +10, Resolve +10, Scrutinize +30, Survival +10, Toughness +10, Warfare +30

ATTACK PROFILE

Tail Vertebrae: 50% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS

AVERSION TO LIGHT: When these creatures are exposed

to any sort of light (as from a torch), they suffer a penalty of -3 to their Damage Threshold.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

OCCULT MASTERY: When this creature Channels Power and succeeds at their Skill Test, they Critically Succeed instead.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.

THE VIRIDESCENT PATH: When this creature makes a Skill Test, they roll twice and assume the better of the two results. In addition, they never suffer from Critical Failures, instead treating them as regularly failed Skill Tests instead.

UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.

TRAPPINGS

Arcane tome with 9 Petty Magick spells, Arcane tome with 6 Lesser Magick spells, Arcane tome with 3 Greater Magick spells, Kabal banner, Gilded throne of bones, Hide armor, Reagents for all Magick spells (9), Tome of faith & disease, Wytchstone Essence (9)

CHOLERIC SKRZZAK

SKRZZAK

Broodmothers have foretold the birth of a special pup: one who will be a 'super ratling', a Skrzzak that can go to the regions of prescient knowledge where Broodmothers dare not enter.

Through careful (yet imprecise) manipulation of Kabal bloodlines, the Broodmothers have attempted to create this superior being, whom they call the *Skrzzak Cholerach*. Wytchstone-infused elixirs are suffused within the belly of the Broodmother, increasing her yellow bile while filling her with exalting passions and religious babblings. The Choleric Skrzzak are her resultant children, groomed from birth to become priests of the Kabal. Although they have failed up to this point, litters born of her gravidity are extraordinarily different than their kindred. The only Skrzzak in the Great Warren that are closer to the Skrzzak god than Broodmothers are the Choleric. They sell themselves entirely over to the divine worship of The Thirteen, appeasing their god with flagellation and the spread of disease.

Choleric Skrzzak appear frail and without meat on their bones, riddled with all manner of boils that wrack their body. However, they rejoice in the divine pain, as they feel blessed by the magnificent plague aspects of their god. They, too consume Wytchstone Essence to enter similar, dream-like fugue states as their matrons. Through these dreams, they are able to foretell the immediate future, much as Truthsayers can from the world above. They hope that visions of countless threads in cause and effect among the Great Warren will lead them to a true, optimum path to dominate the world above. Although they've been unable to see what the distant

future holds, they are often the ones to raise the war gong among the Kabals. The Choleric Skrzzak rally armies with blasphemous words and banners of frightening symbols, playing monstrous brass bells and chimes that exude a noxious miasma: a clarion call to the Kabal. United, Choleric Skrzzak wish nothing more than to spread illness upon their enemies, to watch them writhe in divine pain and die at the hand of their Thirteen's chosen people.

CHOLERIC SKRZZAK — SIZE: Normal

C	B	A	P	I	W	F
45% [4]	45% [6]	50% [8]	40% [4]	40% [4]	40% [6]	35% [3]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+7	11	6 (12/18/24)	9 (15/21/27)	None	80% (Natural)	Intermediate (Medium)

Athletics +20, Awareness +20, Coordination +20, Education +20, Folklore +10, Martial Melee +20, Navigation +10, Scrutinize +10, Simple Melee +20, Stealth +10, Survival +10

ATTACK PROFILE

Fetid Blade: 65% • Distance (melee engaged) • Damage (4) • Fast, Vicious

Tail Vertebrae: 65% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS

BLOODLESS: These creatures cannot Bleed.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

HARBINGER OF PLAGUES: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', they carry a massive gong. If the result is face '6', they carry a set of chimes. When they play the gong with Litany of Hatred, Characters so affected also suffer 1D10+1 physical Peril. When they play the chime with Litany of Hatred, Characters so affected lower their Damage and Peril Condition Tracks by -3 instead. These trappings can only be used by hands of these creatures who bear them, otherwise useless relics.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Fetid blade, Kabal banner, Tome of faith & disease, Wytchstone Essence (6)

PHLEGMATIC SKRZZAK

SKRZZAK

The Broodmother oft needs counsel for her various machinations, but the intelligent vivimancers are few in number and spend much of their time in the world above, unable to serve their mistress's immediate needs. She needs a pup with a mind for strategy, scholarship and the very physical maintenance of the Broodmother's gravidity.

The matron can alter her humors to excel her phlegm to monstrous levels, a predicator for the birth of Phlegmatic Skrzzak. This breed is nearly as intelligent as their Broodmother, but in differing ways; their intellect is much more calculating and objective, while the Broodmother's is often focused on her dream-state machinations. Phlegmatic mutations give them lightning fast deduction, calculating information at alarming rates to hypothesize possible outcomes. Not only are they a Kabal's scholars, but they keep the apocryphal histories and living histories. Phlegmatic Skrzzak are also the primary caregivers and advisers to Broodmothers, often found in their chambers discussing policies and plans while serving as wet nurse or doktor.

Phlegmatic Skrzzak differ from other Skrzzak with their massively elongated heads as well as their almost supernaturally calm demeanors. They are also insatiably curious scientists and experimenters. Using the arcane energies of Wytchstone, they perform diabolical and grotesque experiments on beings of all sorts. Though they prefer to inflict these bloody and visceral mutations upon humanoids, they regularly draw from the prisons of the Great Warren, literally using Warren Runners as their lab rats. Successful results have come about from their transmutative tinkerings, most famously the enormous Tyrant Skrzzak. They treat them more like beloved pets than

slaves, typically praising a Tyrant right after the beast has dismembered an intrusive band of adventurers in the Great Warren. Broodmothers keep their eye heavily focused on this breed, as a slip of their tongue could potentially cause the whole Kabal to collapse. Phlegmatic Skrzzak are too willful and confident to be ignored and they know this full well.

PHLEGMATIC SKRZZAK

SIZE: Normal

C	B	A	P	I	W	F
35% [3]	40% [4]	50% [7]	40% [6]	45% [5]	40% [6]	45% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10	6 (12/18/24)	9 (15/21/27)	None	70%	Intermediate (Medium)

Athletics +10, Awareness +20, Coordination +20, Education +20, Handle Animal +20, Heal +20, Leadership +10, Ride +20, Simple Melee +10, Simple Ranged +10, Survival +1

ATTACK PROFILE

Man-Catcher: 45% • Distance (melee engaged or 1 yard) • Damage (3) • Entangling, Reach
Tail Vertebrae: 45% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach
Bolas: 45% • Distance (ranged 7 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

DARK SENSE: These creatures can see in the dark.
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
LICK YOUR WOUNDS: These creatures may spend 1 Misfortune Point to move three steps up the Damage Condition Track positively.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Animalbane, Beastbane, Leather armor, Man-Catcher, Wytchstone Essence (6)

SANGUINE SKRZZAK

SKRZZAK

Special breeds of Skrzzak are more feared than the teeming masses of the Kabals. Called the Sanguine, they are an independent lot, dwelling on the fringes of the Great Warren.

Like other Broodmother pups, Sanguine are born from a chemically-induced exsanguination of blood in the Broodmother, making this breed very excitable, flighty and highly dangerous. They are lithe and quick, their limbs thin and fur a midnight black color; they leave no trace of their presence. Sanguine Skrzzak are bred and trained to become contract killers, caring little for personal possessions, save their weeping blade. This sacred knife is one of deep tradition and a hallmark of these warriors. They hold near-religious reverence over it, insomuch that they only draw it when ready to kill. To sheath a weeping blade without first drawing blood is considered sacrilegious, an affront to both their own honor and the worship of The Thirteen. Reputedly, this blade is made from their first incisor to fall out as a pup, which is then mutated by exposure to Wytchstone to elongate and grow ever-sharp.

The Sanguine play a role of great importance in the Great Warren and the world above. As highly experienced assassins for hire, they are not only sent to eliminate troublesome infiltrators from the surface, but also to eliminate members of the rival other Kabals. They have countless tools at their disposal for exterminating their marks: throwing knives, phials of poison, climbing ropes and their weeping blade are just a few of their toys. Sanguine Skrzzak see their assassination missions as near divine guidance from The Thirteen and they ingest Wytchstone Essence before undertaking a mission. Sanguine Skrzzak believe it heightens their focus and vision, allowing The Thirteen to see their kills through their eyes.

SANGUINE SKRZZAK

SIZE: Normal

C	B	A	P	I	W	F
45% [5]	40% [4]	50% [8]	45% [6]	40% [4]	40% [5]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	11	6 (12/18/24)	8 (14/20/26)	None	70%	Intermediate (Medium)

Athletics +10, Awareness +20, Coordination +20, Folklore +10, Navigation +20, Scrutinize +20, Simple Melee +20, Simple Ranged +20, Stealth +20, Survival +10

ATTACK PROFILE

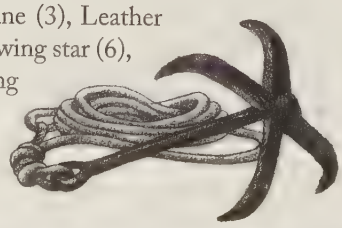
Weeping Blade: 65% • Distance (melee engaged) • Damage (8) • Fast, Finesse, Light, Vicious
Tail Vertebrae: 65% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach
Throwing Star: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • Fast, Finesse, Throwing
Smoke Bomb: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • None

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.
DARK SENSE: These creatures can see in the dark.
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
GUTTER RUNNER: When these creatures attempt to hide in urban and underground environments, they flip the results to succeed at Stealth Tests.
SMOKE BOMB: When these creatures are encountered, they have a smoke bomb. When thrown, it explodes outwards. Those caught in an Explosion Template area of effect reduces their Movement by a -6 penalty, until they escape. In addition, it provides enough concealment for the creature to use their Stealth Skill.
SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Balaclava mask, Dirk, Folkbane (3), Leather armor, Smoke bomb (3), Throwing star (6), Scorpion Venom (3), Weeping blade, Wytchstone Essence (3)



TYRANT SKRZZAK

SKRZZAK

The trademark monstrosities of the Phlegmatic Skrzzak's vile experiments, Tyrants are a terrifying sight to behold.

All Tyrants were once Warren Runners, often criminals who volunteered for experimentation in order to reduce their sentences. What these poor wretches did not expect was the sheer torture and grotesquery of these experiments. These whelps were subjected to ampules of liquefied Wytchstone Essence which fused Ogrish blood into their very essence. The Skrzzak then amputated and re-attached multiple limbs, before infecting these creatures with nearly every known disease. These treatments drive the Warren Runner to blinding insanity, making them a willing thrall. They then emerge weeks later from the Phlegmatic's fetid chambers, fully transmuted into a Tyrant Skrzzak.

Tyrants (also called Ogre-kin) are massive and grotesque creatures, towering nearly twelve feet high and bristling with muscle. Their bodies are awful to behold, riddled with tumors, patches of mismatched skin, engorged thew, withered limbs and even having pieces of metal bolted into their very flesh. They are nearly always in blinding pain, so much that they only have two emotions: obedience and violence. Tyrants are terrors on the battlefield, throwing down foes like wretched rag dolls at the command of their Phlegmatic masters. When given reprieve from the cycle of violence, Tyrants are forced to undertake heavy labor, digging the endless tunnels of the Great Warren and other strength-intensive tasks. More importantly, they are the principal miners of Wytchstone; without them, Skrzzak society would collapse. Their exposure to the Ætheric mineral keeps them docile while they work, but as soon as they are separated from it, they re-enter a blinding rage of pain. The only thing that can relieve it is either by ingesting more Wytchstone 'treats' from their Phlegmatic masters or the promise of being drafted back to the mines.

TYRANT SKRZZAK

SIZE: Large

C	B	A	P	I	W	F
50% [5]	45% [11]	40% [8]	45% [4]	35% [3]	40% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	11	14 (20/26/32)	9 (15/21/27)	80%	80% (Natural)	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Intimidate +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Tyrant spike: 80% • Distance (melee engaged or 1 yard) • Damage (11) • Fast, Reach, Powerful, Pummeling, Vicious
Tail Vertebrae: 80% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
DARK SENSE: These creatures can see in the dark.
DIM-WITTED: In combat, these creatures only use Attack Actions unless commanded otherwise by their leader with a successful Leadership Test.
FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.
LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.
SNIVELING WHELP: These creatures can only use 2 AP during combat.

TRAPPINGS

None

WARREN RUNNER

SKRZZAK

The Broodmother's birthings are not always exact; not every litter born is fit to be elevated from the horde into a position of prominence. These offshoot pups are collectively called Warren Runners and they are the most common of the Skrzzaks horde.

Viewed as failed experiments in creating stronger breeds, these corrupted and sickly weaklings make up the largest portion of the Great Warren's number. They are mostly factionless, but one day hope to join a noble Kabal. Born into thralldom, no more than a handful of them will amount to anything else. The Kabals see them as nothing more than chattel, primarily using them as either slave labor or cannon fodder to be thrown into battle to soften up their enemies before the 'real attack' begins. Survivors who are still fit to fight as warriors are 'elected' to lead dangerous guerrilla raids into the world above, while the indolent are granted freedom, spending their days in a Wytchstone-induced haze, forgetting the pain of their position (or lack thereof) in the Great Warren.

Warren Runners vary wildly in size and shape, but most are either piebald or possess only a few tufts of fur, which marks them as undesirables. Though they may be weaker than any of the true members of the Kabal, Runners are still capable and fast on their feet, navigating both cramped passages and winding city streets with ease as they tend to their duties. However, Warren Runners are notoriously lackadaisical, committing to tasks only when demanded at the threat of excision (the unceremonious act of having their tail removed). It is for this reason alone that Warren Runners sit at the bottom of the pecking order in the Great Warren.

WARREN RUNNER

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	40% [4]	40% [5]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	10	5 (11/17/23)	8 (14/20/26)	None	60%	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Folklore +10, Navigation +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Stealth +10, Survival +10

ATTACK PROFILE

Fire-hardened spear: 55% • Distance (melee engaged or 1 yard) • Damage (5) • Adaptable, Reach, Weak
Tail Vertebrae: 55% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach
Shepherd's Sling: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Fast, Throwing, Weak

TRAITS

DARK SENSE: These creatures can see in the dark.
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Folkbane, Hide armor, Shepherd's sling, Stiletto, Wytchstone Essence (1)

TROLL

MUTANT

Trolls are monstrous and terrifying creatures that stalk forest paths and mountain passes, as well as hiding under bridges in the wilderness. Large and strong of body, they are (thankfully) cut short by their utter lack of concrete intelligence.

Where the first Troll came from is a bit of a mystery. It is oft believed that they were once humanoids who fell to the lurid powers of the Abyss, namely the Prince of Decay. As they became more engrossed in the Prince's thrall, their skin turned ruddy, gelatinous and sloughed off in great heaps, only to be regenerated once again. Trolls like to bandy about that they were the 'first big guy' in the Material Realm, but the evidence really points to creatures like the Nephilim being the first inhabitants of the Material Realm. Trolls generally grow to about ten feet in height and although stooped, they are broad of shoulder with a sharp, angular face filled with razor sharp teeth. It's hard to tell if they are even humanoid creatures anymore – their skin is sticky and slime-like with bones so malleable that they can compress their heads like a half-deflated pig's stomach. Their malodorous skin attracts all manner of debris to it – rocks, sticks, foliage and trash. This is a great advantage to the Troll, as it gives them natural camouflage and armor without them having to think too hard about it. Trolls are cruel and greedy and the only thing they enjoy more than feasting on the entrails of travelers is picking through their precious stores of lucre.

Thus, comes the trap that many Trolls find themselves in, but are often unaware of. Bailiffs and minor officials can easily recruit trolls as guardsmen with the promise of cash – the Troll only has to occupy dangerous passage against travelers and take a tithe as they pass. Their infamous ditty 'pay the troll toll to get in' is often sung mockingly to the

Troll's customers, as they dance about. Even paying the toll is no guarantee the creature will let you pass, but they can be distracted long enough to be evaded. There are a number of myths circulating of Trolls and their arcane nature – one false one is that sunlight petrifies them and that they will not abandon their posts. There are others which perhaps have a greater ring of truth to them – such as the petrified penis of a Troll being useful in druidic Magicks, their preference for skinning their meals alive and their uncanny ability to regenerate from deadly wounds

TROLL

SIZE: Large

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [6]	45% [4]	35% [3]	40% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	10 (16/22/28)	10 (16/22/28)	80%	50% (Natural)	Advanced (High)

Athletics +30, Awareness +20, Bargain +20, Eavesdrop +20, Interrogation +10, Intimidate +30, Resolve +10, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +20, Toughness +20

ATTACK PROFILE

Petrified Club: 80% • Distance (melee engaged) • Damage (6) • Light, Powerful, Weak

Terrible Claws: 80% • Distance (melee engaged) • Damage (10) • Pummeling, Slow

Acidic Spittle: 80% • Distance (ranged 5 yards) • Load (1 AP) • Damage (Special) • None

TRAITS

ACIDIC SPITTLE: These creatures can use their saliva as a ranged weapon. This allows them to strike a single foe within 1+[PB], causing the foe to suffer 1D10+1 Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with foes.

BIG GRIM: These creatures can use two-handed weapons in one hand and take advantage of the Adaptable Quality.

DARK SENSE: These creatures can see in the dark.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.

FOUL MUTATION: When these creatures are encountered, roll 1D6 Chaos Dice if of Basic Risk Factor; 2D6 Chaos Dice if of Intermediate Risk Factor; 3D6 if of Advanced Risk Factor; 4D6 if of Elite Risk Factor. For every face '6', add one Taint of Chaos to the creature.

GASTRIC ACIDITY: When these creatures deal Damage, a foe must Resist with Coordination. If they fail, the foe's armor, weapon or shield is Ruined!.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

HERP DERP: These creatures are easily distracted. When their Turn starts, they must succeed a Resolve Test or else lose 1 AP.

KILL IT WITH FIRE: Only after these creature's remains are set On Fire are they forever Slain!.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

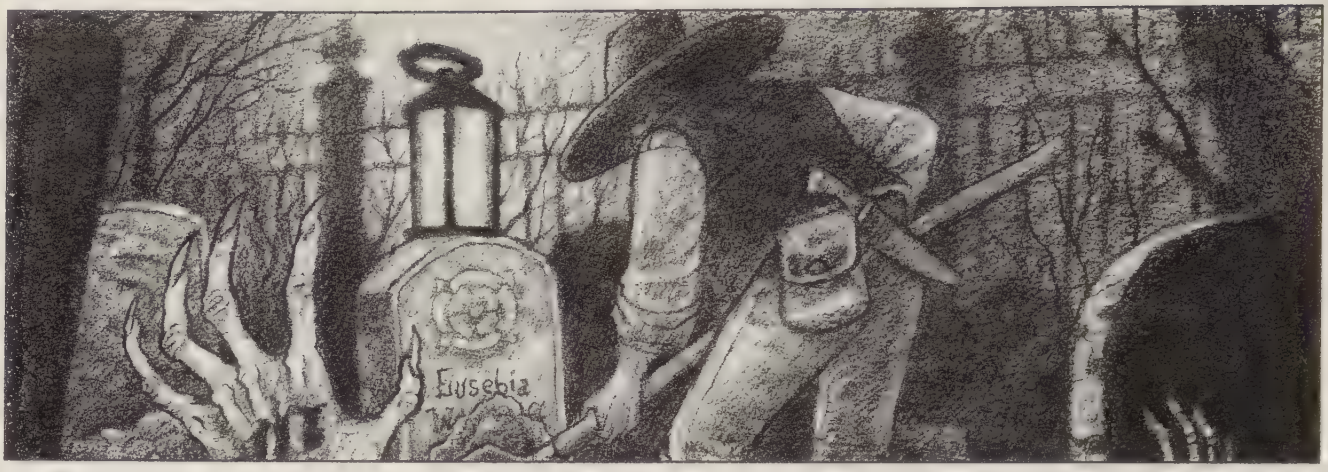
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.

STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.

TRAPPINGS

Bailiff's lockbox, Petrified club, Petrified troll penis, Tattered rags, Troll hide

SUPERNATURAL



ÆTHERIC SPIRITS

Demons are not the only creatures that are beings of pure chaos, ones that live outside of the Material Realm but completely ingrained in its reality. There are also more simplistic spirits, ones that have no form or function until they are called by a wayward Necromancer into the Material Realm. These are the enigmatic and primal Ætheric Spirits.

Ætheric Spirits are borne from the Æthereal Veil – the border that separates our reality from the screaming fury of the Abyss. The Veil is a protective border of sorts and it is also a prism that separates the raw fury of Magicks from the void into the rainbow of winds that power mages of all stripes. Unlike the Abyss, it has no real form, but it is slightly more composed and 'safer' than the devilish pit. Ætheric Spirits are beings of pure chaos-stuff, more spirits than creatures of formable flesh and blood. They represent the four elements – air, earth, fire and water. These elements have been present throughout time to describe alchemy, the nature of reality, the gods, humors and much more. They are the building blocks of much Magickal theory. Ætheric Spirits may have originally been attuned to these elements or perhaps cultural *zeitgeist* made them follow these forms due to collective consciousness, but that is their current lot. Ætheric Spirits are not intelligent in any way, being even below some animals in terms of thought power. These act on simple instinct, following the whims and ways of their element rather than putting any planning into anything.

While in the Æthereal Veil, these elementals have no physical form or any sort of identity – they swirl amongst and through each other, destroying and being reborn in seconds. The only time they take form is when summoned through an eldritch Ritual known as *Summon Ætheric Spirit*.

With the expenditure of a sacrifice, an Ætheric Spirit is torn from the Veil and forced into our reality – somewhat. When they are summoned, they exist in neither their home or the Material Realm, but rather in between. This makes them highly unstable, with only the power of the summoner being able to keep them intact. Ætheric Spirits must create their material shell out of their element within the local area, harnessing air, earth, fire or water to construct a form that can manipulate the real world. They are dependent upon their summoner, able to follow commands, but often interpreting them literally. Some powerful Ætheric Spirits have managed to break free of the shackles of their summoner and live in relatively stability in the Material Realm, but these are often just whispers. In reality, an Ætheric Spirit will crumble and return back to their home dimension if their summoner is ever killed, knocked out or put to sleep.

Ætheric Spirits are still nothing to be trifled with. They have no sense of morals, right or wrong and embody the pure destructive forces of our realm. Happily, they are also exceedingly vulnerable to opposing elements – Water Undines cannot journey onto land, just as Fire Salamanders disintegrate when exposed to water.

AIR SYLPH

ÆTHERIC SPIRIT

There are no such things as *fairies* – though common in folktales and myths, there has never been any physical evidence these little moth-winged sprites ever existing. Perhaps they were made from the rabble-rousing of Redcaps or maybe ancient Elves, but these small fanged spirits of mischievousness are on all accounts just rumors. However, the Air Sylph may be an adaptation, or maybe even the origin, of those same fairy tales.

By cooking a Gryphon's egg, an Air Sylph can be brought forth from the Æthereal Veil. With a violent squall and a clap of thunder, the Air Sylph materializes from the void from a miniature cyclone. The Air Sylph is often no bigger than a child, though their physical form is that of a comely – and half-nude – Elven woman. However, this is shadowed by seemingly insectile features – they have a set of large moth wings sprouting from their backs, furry antennae atop their heads and eyes both segmented and compounded. They kick up winds wherever they go, chattering incessantly in a half-whispered, half-seductive tone. Air Sylphs are flighty and mercurial, causing instinctual chaos just by simply existing. They are also extremely quick on the wing and even able to blend into the very winds to remain unseen. They may not be intelligent, but they are likely the most cunning of all the Ætheric Spirits – though that honestly isn't saying much. Air Sylphs are slaves to the wind though – they cannot journey underground or over water, where their powers are slowly drained until they are tossed back to the Veil.

Air Sylphs are the most common of the Ætheric Spirits, and arcanists believe that they are an Ætheric adaptation of Human myths, taking form to fill a sort of metaphysical void in the consciousness of mankind. Sylphs are spoken of very highly among far-flung cultures. Far to the east, they are often referred to as genies and stories tell of their ability to grant three wishes upon being released from their Ætheric prison. Perhaps this is related to the Air Sylphs' instincts to follow orders, but the myth has become so popular that many arcanists have died due to their overconfidence in summoning these vaporous beings, all in hopes of a simple wish.

AIR SYLPH — SIZE: Small or Normal

C	B	A	P	I	W	F
40% [4]	40% [10]	45% [10]	35% [4]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	16/19 fly	10 (16/22/28)	None	None	85% (Natural)	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Wind Kick: 70% • Distance (melee engaged) • Damage (Special) • None

Elemental Lash: 70% • Distance (ranged 7 yards) • Load (2 AP) • Damage (10) • Entangling, Pummeling

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BLOODLESS: These creatures cannot Bleed.

BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

ELEMENTAL WEAKNESS: Those creatures which are composed of elemental air cannot move underground or across water. Those which are composed of elemental earth instantly disintegrate and are Slain! if detached from the ground. Creatures composed of elemental fire are Slain! if they enter a body of water or are caught in a heavy rain shower. Finally, those composed of water instantly disintegrate, Slain! if they leave the water.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

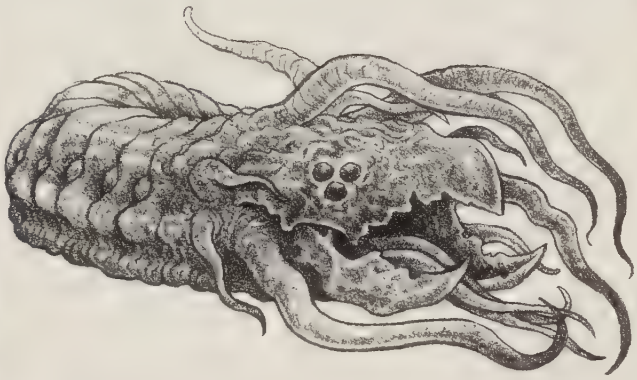
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

PERFECT CAMOUFLAGE: Foes must flip the results to

fail attacks made with ranged weapons to strike these creatures.
PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.
POISON RESISTANCE: These creatures are immune to poisons.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.
WIND KICK: When creatures use this attack, it forces a foe to Resist with a Coordination Test or be thrown 1D10+ [BB] in yards. This attack can be used against three foes at once.

TRAPPINGS

None



EARTHEN GNOME

ÆTHERIC SPIRIT

What lurks below our feet, in the cold belly of the earth, has always been a worry for land dwellers. Though Dwarves may indeed know the depths of the stone, even they choose to avoid the most chthonic depths. Rumors persist of massive carrion worms the size of villages, who dig enormous tunnels while feeding on even fouler things. Though no real sign of these has ever been found, the Earthen Gnome follows these fears closely.

A Basilisk's eyes bring forth an Earthen Gnome, as it is dissolved in acid and spread about the circle. With a terrible rumbling and noise of shattering stone, up from the ground burrows the imposing Earthen Gnome, covered in rot and dirt. Earthen Gnomes are squat and disgusting, possessing clearly worm-like attributes. They are putrid white-yellow and ridged, covered in a carapace of diamond and rock. Two groups of three small, beady eyes crown their head and their mouth opens four ways into a massive saw-toothed jaw designed for crushing stone and bone. Around their neck are multiple retracting tentacles they can use to manipulate objects into their jaws. They are eerily quiet, not even making a noise when burrowing or eating. Earthen Gnomes are always half-submerged in the earth. Whether they have an actual hind end is up for debate, as they are instantly killed if they are ripped from their burrow.

Though Earthen Gnomes are threatening, they are relatively calm and immobile compared to the other Ætheric Spirits, making them only slightly less dangerous. One of the more interesting facets of the Earthen Gnome is their name, which is far too similar to the humanoid Gnomes – at least in their opinion. Myths exist that Earthen Gnomes once were actual Gnomes, who journeyed too deep into the earth and became trapped, devolving into these fat and fetid worm-like creatures. Earthen Gnomes are also used to scare children, taking on a similar role as the classic changeling of Human society. Luckily, due to the Earthen Gnomes literal lack of intelligence, this idea bears no merit outside of a deterrent to not steal from or strike other children.

EARTHEN GNOME — SIZE: Large

C	B	A	P	I	W	F
40% [4]	45% [13]	45% [7]	35% [4]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	10	17 (23/29/35)	None	None	None	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Earthen Fisticuffs: 70% • Distance (melee engaged) • Damage (13) -Slow
Stone Blast: 70% • Distance (ranged 7 yards) • Load (2 AP) • Damage (Special) • None

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
BLOODLESS: These creatures cannot Bleed.
BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.
CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
ELEMENTAL WEAKNESS: Those creatures which are composed of elemental air cannot move underground or across water. Those which are composed of elemental earth instantly disintegrate and are Slain! if detached from the ground. Creatures composed of elemental fire are Slain! if they enter a body of water or caught in a heavy rain shower. Finally, those composed of water instantly disintegrate, Slain! if they leave the water.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
MONSTROUS BELLOW: When these creatures successfully use a Litany of Hatred, they inflict 2D10+[BB] physical Peril.
NATURAL ARMOR (4): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.
POISON RESISTANCE: These creatures are immune to poisons.
STOMP THE YARD: When these creatures deal Damage, they can automatically knock their foe Prone. In addition, they ignore the effects of Hard Terrain.
STONE BLAST: When creatures use this attack, it forces a foe to Resist with an Athletics Test or suffer 1D10+ the creature's [BB] in Damage. This attack can be used against three foes at once and cannot be Dodged or Parried.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

None

FIRE SALAMANDER

ÆTHERIC SPIRIT

Dragons are an ancient terror whispered of in the dark and rumors abound of half-breeds which can wreak as much havoc as their parents. One of these half-breeds was a mythical four-legged serpent, which unable to fly like its draconic parent, haunted loamy forests and deep caverns. Though they were long destroyed by Slayers, the Fire Salamander assumes the form of these aged creatures whence summoned.

The heart of a Chimaera is used in the summoning ritual, as it is burned, inhaled and exhaled. A wave of heat and fetid brimstone heralds a Fire Salamander's arrival, as a magma rift opens that the beast crawls out of. The Fire Salamander takes the form of a squat lizard, roughly the size of a komodo dragon and similar in shape. Their scales are obsidian black, cut in between with molten rock separating the plates and their eyes burn with a yellow-red fire. Their hiss crackles with cinders and they are able to breath a searing gout of flame that melts both skin and metal. They are always filled with a fiery rage, one that leads them to scorch the land they trod upon. Water is anathema to them, thus their propensity to stay within caves deep within the heat of the earth.

Fire Salamanders represent the fury and destructive force of flame and heat and have done so since the world was young. Since dragons are so rare, Fire Salamanders are often mistaken for them by those unfortunate to stumble upon ones that freely dwell in the Material Realm. And why not? They are lizards that breathe fire, have jagged teeth and exude Corruption, so they might as well be the feared wyrms. An easy defense for the Fire Salamander is as simple to carrying a bucket of water with you, but they are so powerful and terrible you are lucky if you do not lose your possessions or your skin when you bear witness to their burning countenance. Fire Salamanders function on pure Ætheric instinct, its predatory urges driving them to engulf and devour everything in Ætheric flames.

FIRE SALAMANDER — SIZE: Large

C	B	A	P	I	W	F
45% [9]	40% [6]	40% [7]	35% [3]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	10	6 (12/18/24)	None	None	None	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Gnashing Teeth & Claws: 75% • Distance (melee engaged) • Damage (8) • Slow, Vicious
Spit Fire: 75% • Distance (ranged 6 yards) • Load (1 AP) • Damage (Special) • None

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
AUTOTOMY: When these creatures would be Slain!, they immediately break off their tail, remaining Grievously Wounded and can use any Movement Action for 0 APs. Should they suffer Damage again, they are permanently Slain!.
BLOODLESS: These creatures cannot Bleed.
DEATH ROLL: When these creatures deal Damage, at their option, they can force a foe to Resist a Chokehold.
ELEMENTAL WEAKNESS: Those creatures which are

composed of elemental air cannot move underground or across water. Those which are composed of elemental earth instantly disintegrate and are Slain! if detached from the ground. Creatures composed of elemental fire are Slain! if they enter a body of water or caught in a heavy rain shower. Finally, those composed of water instantly disintegrate, Slain! if they leave the water.

FEEL THE HEAT: When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.

FIERY RETRIBUTION: These creatures can use Spit Fire as an Opportunity Attack without having to Load.

FIREPROOF: These creatures and their possessions are entirely immune to Damage from fire.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.

POISON RESISTANCE: These creatures are immune to poisons.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SPIT FIRE: These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

None

WATER UNDINE

ÆTHERIC SPIRIT

The *medusae* is a mysterious creature of the sea: it has no brain, no heart, no mouth, yet it moves and lives, undulating with its many tentacles and gelatinous body. They are found in the darkest recesses of the ocean and can grow to monstrous size. No wonder that the enigmatic Water Undine assumes this form when summoned to the Material Realm.

Like all Ætheric Spirits, Water Undines are formless amoebas floating in the Æthereal Veil, representing the crushing gravity of the ocean depths. Water Undines are summoned through the use of a pulsating Shimmering Mimic's brain, pulverized and devoured within the arcane sigil. With a blast of mist and brine, the Water Undine emerges from the murky pool that forms within the circle. They are a shimmering blue, alternating between wine dark and translucent. They are roughly the size of a humanoid and have the shape of a jellyfish, their bell and tentacles pulsing. They have no intelligence, only a primal survival instinct and an almost devilish contempt for the world. They are only ever mobile within water and when they are, Water Undine are stealthy hunters who fill their prey with poison. Some believe that the pulsing colors of their dome-shaped body are a sort of primitive or chemical language, but their leviathan fury doesn't leave much time to contemplate their nature.

Under the sway of the right summoner, Water Undines are intimidating foes, but useless without any sort of direction. Some do manage to escape the thrall of their masters and descend deep into the oceanic depths to grow massive and powerful. It is thought that krakens and giant squids are eaten by massive Water Undines, only further fueling the myths that Water Undines – when left to their own devices – could threaten coastal cities as they grow bigger. Luckily,

Water Undines cannot leave the water. That said, using their massive tentacles, they drag prey into the dark depths of the sea, never to be seen again.

WATER UNDINE

SIZE: Large

C	B	A	P	I	W	F
40% [4]	35% [3]	45% [12]	45% [9]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+12	15	3 (9/15/21)	None	None	75%	Advanced (Low)

Athletics +10, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Toughness +20

ATTACK PROFILE

Stinging Tentacle: 70% • Distance (melee engaged) • Damage (4) • Entangling, Fast, Pummeling

Elemental Lash: 70% • Distance (ranged 13 yards) • Load (2 AP) • Damage (12) • Entangling, Finesse, Pummeling

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

BLOODLESS: These creatures cannot Bleed.

CHTHONIAN DWELLER: These creatures do not need to breathe and are immune to Chokehold. In addition, they can burrow or swim at the same rate of Movement as they can on foot. Finally, they may flip the results to succeed at Resolve Tests.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

ELEMENTAL WEAKNESS: Those creatures which are composed of elemental air cannot move underground or across water. Those which are composed of elemental earth instantly disintegrate and are Slain! if detached from the ground. Creatures composed of elemental fire are Slain! if they enter a body of water or caught in a heavy rain shower. Finally, those composed of water instantly disintegrate, Slain! if they leave the water.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FWIP! FWIP!: These creatures may spend 3 APs to attack twice with ranged weapons without Loading.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.

PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.

POISON RESISTANCE: These creatures are immune to poisons.

STINGING TENTACLE: When these creatures deal Damage, at their option, they can force a foe to Resist a Stunning Blow.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

None

DEFILER

SUPERNATURAL

Though anyone who knows the proper rituals can raise undead thralls, the most horrendous tales of undead hordes from the histories lay far to the barren south in a place where kings were worshipped as gods. It was home to a verdant civilization that was plagued by Defilers, terrible sorcerers of unmitigated power. When it was discovered that these dark magi were searching for the secret of immortality – a taboo in their cultures which still continues to this day – the peoples of these lands rose up as one and drove the Defilers out. After being banished, the Defilers delved deeper into the secrets of necromancy and eventually discovered their goal – eternal life. What they did not expect was the gnawing emptiness and void of immortality being the true cost of its power. Enraged at their own hubris, they journeyed back to the once-verdant cities and conjured fell Magick; it swept

across the land, killing the residents and re-raising them as Mindless Undead, as well as turning the once verdant jungles into barren dunes. Now the Defilers rule in debauchery, cackling as their former enemies are forced to fight, die and be reborn for all eternity.

The process to become a Defiler requires a terrible and bloody ritual fueled by the darkest of Magicks. Using a ritually-treated bronze knife, the Defiler eviscerates themselves, removing their stomach, lungs, liver and intestines, placing the organs into four large sandstone jars; otherwise called soul jars. This leaves only their still beating heart, the presumed location of the soul and a massive entry into their chest cavity. They then pack the cavity full of salts and ritual spices to extract all their humors, finally wrapping themselves in linen to preserve the flesh. The ritual complete, their withered heart glows with an unearthly black light from the Well of Souls, granting the creature the immortality they craved. Even with Magick serving to keep the Defiler able to do the ritual, few survive to become immortal. Those that do are inexorably insane, as the magnitude of pain causes their mental fortitude to snap. Not only that, but to become immortal is to become inhuman; Defilers lose all light and connection to the Gods when they enchant their ragged hearts. What remains is a black existence, an immortality of immense power but intense spiritual nihilism.

Defilers are insanely powerful Necromancers, bending life and unlife to their every whim. With a wave of their emaciated hand they can re-raise an entire cemetery, send a forest to withering, befouled water and spread disease with their breath. They form massive dynasties around themselves, delusional royalty of the Mindless Undead who only seek to destroy any that have turned against them. Defilers are also notoriously petty, sending their dynastic troops against other Defilers mostly out of sheer boredom and ennui. This and the small number of Defilers mitigates their threat, but it is said the whole of the once-verdant kingdoms fell in a day under the force of these crypt lords. The Defiler's main weakness is their four soul jars. They are always guarded heavily or under the constant eye of the Defiler; should one be separated from the others or destroyed, the Defiler's power wanes immensely. Destroying all of them is the only way to kill a Defiler, their soul so blackened and foul that it is destroyed by the Custodian instead of allowing entrance into the Well of Souls. Some Defilers are so paranoid about their soul jars that they will hold them in their gaping chest cavity so that they are never separated.

DEFILER

SIZE: Normal

C	B	A	P	I	W	F
50% [6]	50% [7]	50% [7]	50% [5]	50% [5]	55% [11]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	10	12 (18/24/30)	13 (19/25/31)	70%	70%	Elite (Unique)

Athletics +10, Awareness +20, Coordination +20, Education +30, Folklore +20, Guile +30, Incantation +30, Intimidate +30, Ride +20, Rumor +20, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Khopesh: 70% • Distance (melee engaged) • Damage (7) • Slow, Vicious, Weak

Crook: 70% • Distance (melee engaged) • Damage (6) • Light, Powerful, Weak

Flail: 70% • Distance (melee engaged) • Damage (6) • Adaptable, Weak

TRAITS

ÆTHERIC DOMINATION: When these creatures would potentially invoke a Chaos Manifestation, they must have two or more face '6' on Chaos Dice to invoke it.

AWAKENING: Anytime these creatures attempt to raise and control Supernatural creatures using Magick and Rituals, they Critically Succeed at their Skill Test. In addition, they automatically understand how to use the *Ritual of Awaken the Dead*, don't need reagents to cast it and treat the casting time as one minute (3 AP), instead of one hour.

BLOODLESS: These creatures cannot Bleed.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

ENTRANCING: When this creature uses a Transfixed Gaze, they can use other Actions while they maintain its Mesmerizing effect. In addition, foes suffer 1 Corruption and 2D10+2 mental Peril on each of their Turns while they remain Mesmerized.

HOLY RETRIBUTION: When struck by holy water, these creatures suffer 2D10+2 Damage from fire.

LORD OF THE DAMNED: These creatures can control a number of Mindless Undead equal to three times their [WB]. They need not remain within sight of these creatures to be controlled, as they share a telepathic bond. Finally, they can see through the eyes of all Mindless Dead they control.

OCCULT MASTERY: When this creature Channels Power and succeeds at their Skill Test, they Critically Succeed instead.

POISON RESISTANCE: These creatures are immune to poisons.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SOUL JAR: These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRANSFIXED GAZE: When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Crook, Expensive necklace (3), Expensive ring (6), Flail, Golden death mask, Khopesh, Pharaoh's armor (as munitions plate armor with the Castle-forged Quality), Phylactery (4), Tattered rags, Reagents for all Magick spells (9)

FEY

There is something primal and frightening about the deep forests of the land. Within the darkest of the hillside thickets lie half-petrified trees – older than most kingdoms – and riverbeds that have seen the blood of thousands of different cultures and beasts with no concern at mankind's presence. But even darker, stranger things are in residence – beings that lived before even the Aztlan arrived. Dwelling in remote thickets and glades, these terrifyingly old and powerful beings are known as the Fey.

The Fey are ancient primeval spirits who worship long-forgotten elemental gods, their names lost to time. Once banished from the Material Realm, their sorcerous willpower has allowed them to languish in the Well of Souls with their memories intact, in a place menacingly known as the Black Lodge. The Fey can easily cross into the Material Realm where there are high concentrations of geomantic energies: concentric circles of sapling sycamore trees, betwixt lakes and caves or pools of black, burbling oil amid glades all serve as portals for them out of the Black Lodge. They are tied to the forest, however and rarely venture far from it before being called back by pure instinct and fear of the Material Realm. Fey generally live at the edge of civilization, making sure their realm is not tampered with. They are non-confrontational providing their sanctuaries are left unmolested, but interlopers are dealt with cold neutrality at best and terrible ire at worst. Not only are all Fey Magickal creatures of awesome power, but they have allied themselves with the primordial Beasts of the forests – the creatures that existed far before animals trod upon the ground.

Fey are all cruel and capricious beings to a fault, controlled by emotion and instinct rather than actual logic. That does not mean they see eye to eye, however. Fey are split along two ideologies – one is that they are the rightful rulers of the forest, with the Elves as their enforcers. The other is that they are the first people of the forest and that the only way to protect it is through destruction of all others, including the Elves. This has resulted in a dualistic Coterie, the *Seelie* on the side of order and the *Unseelie* on the side of chaos. Humans and other Ancestries do not factor into the equation – they are slain instantly. Seelie are hedonistic beings, the worst of Human aristocracy combined with an alien mindset. The Humans they decide to capture they mock and torture, using them as slaves and slowly eroding their humanity. The Unseelie, on the other hand, are little more than masochistic animals. They hide in shadows and ravage passersby, splaying entrails and viscera across the boughs of trees. They are brooding and angry spirits, quick to lash back at any perceived insults or malice.

Ruling over the Coterie are the enigmatic Sidhe, beings of immense power that most members of the Coterie have never

seen. A cross between royalty and divinity, the Sidhe's main motive in the Black Lodge is to lead the Fey in ascension to godhood, replacing their old dead gods with themselves, with the Sidhe being in charge of course. They have elaborate and elegant names like *Oberon* and *Titania*. Regardless, the Seelie and Unseelie follow the will of the Sidhe Lords, though that will be under fickle and uncertain reasoning. The Coterie are constantly at each other's throats, with allegiances and agendas unclear most of the time.

DULLAHAN

FEY

Death rides upon a pale horse; one that comes for man and woman, rich and poor alike. The Custodian is not a chaotic being of any sort; She simply knows that a due is owed, for the soul the Demiurge gave must be returned to the Custodian. In order to accomplish this, the Custodian has cursed a certain brand of Fey to be Her eternal ferrymen – the Dullahan.

Fey are Magickal and immortal, so they very rarely die outside of violence. When their spirits die in the Material Realm, the Custodian transforms them into the brooding and terrible Dullahan – a sort of petty revenge for the Fey's rebellion. Dullahan appear as burly, cloaked coachmen, their riding leathers dark and adorned with bits of Human bone. They are not headless so much as they carry it decapitated either beneath a crook of the arm or mounted on their saddle. It can see, smell and hear normally, but it rarely speaks outside of condemning the mortal they have come to collect. Dullahan ride atop Night Mares, which look like skeletal horses wreathed in flame; otherwise, they drive grim, gothic carriages or even pilot river-going skiffs that rattle and quake as skulls of the dead bounce around. Nothing stops the Dullahan – they are immortal, no door is an obstacle to them and they are only visible to a select few people. When they reach their mark designated by the Custodian, they plunge their vertebrae sword through the target's very soul, extracting it and either tossing it in their carriage or thrown over their saddle. As the heat of the body fades, the Dullahan gallops off to deposit the newly harvested spirit into the Well of Souls.

Dullahan are not undead, but they aren't living either – they dwell within that awkward place between that all Fey do. Nor do they possess true will anymore, for sure – they are servants of the Custodian and they will not stop until their designated souls have been collected. That is what makes them most dangerous – they are tenacious and powerful and though a Dullahan can be potentially slain to ward it off, soon another Dullahan will return in its place, equally full of ire and bent on destruction. They also share an odd connection with the Black Lodge that little other Fey do – they serve the destruction and entropy of the Lodge and wherever they go they bring a stench of rotting wood and dried bones.

DULLAHAN — SIZE: Normal

C	B	A	P	I	W	F
50% [8]	45% [5]	40% [8]	45% [7]	35% [3]	40% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	11	8 (14/20/26)	8 (14/20/26)	80%	50% (Natural)	Advanced (Medium)

Athletics +10, Awareness +20, Drive +30, Eavesdrop +20, Folklore +20, Interrogation +20, Intimidate +30, Martial Melee +30, Navigation +20, Pilot +10, Ride +30, Simple Ranged +20, Stealth +10

ATTACK PROFILE

Vertebrae Sword: 80% • Distance (melee engaged or 1 yard) • Damage (8) • Punishing, Reach, Slow

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
BLOODLESS: These creatures cannot Bleed.
FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.
GIVE ME YOUR EYES: When these creatures inflict a Moderate Injury, it is always a *Black Eye*. When they inflict a Serious Injury, it is always *Head Trauma*. Finally, when they inflict a Grievous Injury, it is always a *Vitreous Hemorrhage*.
GOLDEN DEATH: These creatures cannot be permanently Slain! unless their eyes are pierced with a golden pin or 1 gold crown (gc) is placed beneath their tongue. During this time, they remain in a hibernating state, unless the pins or gold crown (gc) are removed, therefore giving life to the creature again. Only by then burning the head in a funeral pyre are they forever Slain!.

IN THE FACE: These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.
REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.
UNLATCH DOORS: These creatures can automatically unfasten any lock they can see or touch, Magickal or otherwise.
WORD OF DEATH: When these creatures encounter those who are suffering from a Disorder, Disease or Grievous Injury, the foe must Resist with a successful Resolve Test or else be Slain!. However, the foe must be able to see and hear them for Word of Death to work. If a foe succeeds at this Resolve Test, they are forever immune to Word of Death.

TRAPPINGS

Dullahan's head (storm lantern which uses blood for fuel), Vertebrae sword, Witchhunter's coat & mantle, Witchhunter's hat

FACEDANCER

FEY

Myths tell of a curse placed on a clan of people long ago for displeasing long-forgotten gods, a curse that would leave the people without identity, but always longing for one. The world is not kind or loving and a sad yet morbid tale is to be told of the Facedancer's dilemma.

Their unchanged faces are utterly featureless, aside from a wide-gaped mouth with razor sharp teeth filling it. Perhaps surprisingly enough, Facedancers are not demons or any kind of monster: they have normal thoughts and motivations (though normality leaning towards viciousness). Facedancers have an endless desire to be normal again, to have features and a reflection in the mirror and they can accomplish this feat through a sanguine ritual. Upon skinning a victim's face, the Facedancer devours the newly-cut flesh. The Facedancer then undergoes a grotesque transformation, becoming a perfect copy of their meal: a true doppelganger. Everything from physical appearance, memories, affectations and even Magickal powers can be used by the ordinarily-frail Facedancer. This change is not permanent nor is it perfect; the transformation only lasts until the following new moon, while the Facedancer's eyes are of two different colors; a mark of surefire deception – or as Inquisitors put it, the mark of a heretic! Facedancers will often travel with several 'faces' in a water-proof bag at their side; a grotesquery, but one that can help maintain their illusions.

It is unknown if the Facedancers are native Fey or are like the Dullahan, having simply been adopted into their ranks. Many like to say their mutable forms were the first to take form within the Black Lodge, but other Fey laugh at this idea. Facedancers feel spiritual pain while not transformed; the memories from all their assumed identities clash, driving them to moments of *déjà vu*: events which never transpired. Assuming new identifies ebbs away at the despair they feel, but there is no cure for a Facedancer's anguish aside from continuous, ritual murder.

FACEDANCER

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	35% [3]	40% [4]	45% [4]	45% [4]	40% [6]	50% [7]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	7	3 (9/15/21)	6 (12/18/24)	40%	50% (Natural)	Basic (High)

Awareness +10, Bargain +10, Charm +10, Disguise +10, Folklore +10, Guile +10, Interrogation +10, Resolve +10, Rumor +10, Scrutinize +10

ATTACK PROFILE

Ritual Dagger: 40% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Light, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
FACES OF DEATH: After these creatures consume the

face of someone they've killed, they assume their memories and mannerisms with near perfection. This includes use of Magick, if applicable. Only with a Critically Succeeded Scrutinize Test would someone else tell otherwise. This Trait's effects lasts until the new moon.

FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

TRAPPINGS

Ritual dagger, Slingbag with faces inside (3)

REDCAP

FEY

At times, even the most capricious of creatures are not of the Abyss at all. Skulking among the brush and loam of the forest, the mischievous Redcaps are malicious sprites, given countless names from *dunter* and *powrie* to *knocker* and *pixie*.

When a man is entwined by the charms of a Woodland Nymph, the conniving figures of the Redcap are the rotten fruit born from such couplings. They are born fully formed and intelligent, emerging from the nymph's sourest of fruits in the downturn of spring. Redcaps are born with the countenance of old men, their backs crooked and their skin wrinkled and tanned. After birth, they then disperse, donning local toadstools as primitive head coverings on their maddening crusade to cleanse the wood.

Redcaps are undoubtedly Fey spirits of fury and vengeance, beings who have inherited the worst traits of both their parents. After killing their enemies, they soak the worn toadstool cap in their victim's blood, using it as a sort of odd sacrifice to ancient devilish spirits of the forest. When not killing intruders, their favorite activities include rolling boulders onto travelers, setting fire to settlements and maiming livestock – they have no interests other than general mayhem. Luckily, Redcaps are vanishingly rare, congregating in small circles among ruined settlements. They are also cautious to the powers of the gods, reticent to attack priests. Redcaps are also of interest to wizards and alchemists, as the red cap mushrooms they grow are a potent inducer of bloodlust and their fangs can be ground into smelling salts.

REDCAP — **SIZE:** Normal

C	B	A	P	I	W	F
45% [4]	40% [5]	50% [6]	45% [4]	40% [4]	40% [4]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	9	5 (11/17/24)	7 (13/19/25)	None	60% (Natural)	Basic (Low)

Eavesdrop +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10

ATTACK PROFILE

Pike: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach

Redcap Fangs: 55% • Distance (melee engaged or 1 yard) • Damage (5) • Pummeling, Slow, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.

BLOODLESS: These creatures cannot Bleed.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

TRAPPINGS

Blood-soaked toadstool hat, Iron-shod heavy boots, Pike, Red cap mushroom (3), Redcap fang (2)

SIDHE LORD

FEY

In the darkest reaches of the primordial, spectral forests of betwixt here and the Black Lodge, the capricious Sidhe Lords hold court over Fey of all kinds. Little is known about these beings, aside from the fact that they are aspirational, capable and quite mad.

Sidhe Lords were thought to be the original servants of the long dead gods of the dawn age – perhaps champions who were looked upon with favor or maybe semi-divine beings. Either way, they possess both immense power and the prolonged life amongst the fecund lands of the Black Lodge. However, the old gods slowly started to die and with their passing the Black Lodge shrunk and was consumed by the Well of Souls. The Sidhe Lords used what power they could to enforce their borders, but the ravages of the Well's dark energies ate away at their very minds. Soon enough, the Sidhe Lords saw themselves as the only protectors of the Fey – the new gods who were destined to rise up and usurp reality as many know it. Their lack of numbers and their being riven by narcissism and hate not only drove the Sidhe Lords asunder into two 'Coterie' which still exist to this day, but also continue to thwart their ambitions. Each Coterie is full of loyal Fey, fettered mortal prisoners and the occasional Abyssal ally.

Each Sidhe Lord may as well be a god to their chosen people – their power is immense, as they can sing spectral songs to nature itself to allow it to bend to their will. In appearance, Sidhe Lords often appear as one of mankind, though with supernatural, naturalistic aspects – a wispy maid with cascading water for hair, a strong Siabran warrior with stag horns growing from their head or a burly barbarian made completely of stone and ice. They tend towards whimsical or mystical names as well, such as *Jack Frost*, *Morgause*, *Oberon*, *Titania*, *Una* or the *White Witchling*. Many Sidhe Lords also actively welcome mortals into their grand palaces, but do not be fooled. Sidhe Lords are capricious and scheming to a fault, mad manipulators whose benedictions and opinions shift as the seasons do. They will stop at nothing to gain power to intrude upon the Material Realm and become the 'new gods of the old way', maneuvering their Coterie to tear down all idols of false gods and erect a new tomorrow.

SIDHE LORD — SIZE: Normal

C	B	A	P	I	W	F
50% [5]	50% [6]	50% [13]	55% [9]	50% [5]	55% [7]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+12	16	10 (16/22/28)	13 (19/25/31)	None	90% (Natural)	Elite (Unique)

Athletics +10, Charm +30, Coordination +30, Disguise +30, Eavesdrop +20, Folklore +30, Guile +30, Interrogation +30, Martial Melee +30, Martial Ranged +30, Survival +30

ATTACK PROFILE

Ironwood Bow: 80% • Distance (ranged 21 yards) • Load (2 AP) • Damage (13) • Fast, Finesse, Punishing

Harlequin Sword: 80% • Distance (melee engaged) • Damage (13) • Fast, Finesse, Vicious

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BLOODLESS: These creatures cannot Bleed.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CAPTIVATING CRY: When foes can hear this creature, they must Resist with a successful Resolve Test or be drawn towards the sound. Should they enter a dangerous area to find the sound, they can attempt another Resolve Test. Once they are able to visually see the creature, the Captivating Cry's effects end.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.

FORESIGHT: When these creatures fail any Skill Test, they may re-roll to generate a better result but must accept the outcome.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

POSSESSION: These creatures can use *Skin Guest* from the Arcana of Sorcery without having to make an Incantation Test. In addition, they do not have to maintain Concentration.

SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Harlequin sword, Ironwood bow, Sidhe armor

TALKING TREE

FEY

Though Fey are terrifying and violent spiritual creatures, some actually are somewhat placid beings. The most common of these are the Talking Trees – they are Fey, true, but they were born and molded in the Material Realm, so their mind and ways are far more stable than their other spectral brethren.

Talking Trees are created when virginal demihumans commit suicide in or among the branches of ancient trees. Their soul takes residence inside the tree, to live forever in a somber and taciturn nature, watching over the relative peace of their deathbeds. Talking Trees generally stay in one place, anchored by their roots, but they are able to walk about slowly when necessary. Their normal movements are ponderous and their minds are slow, but insightful, thinking for hours upon perceived problems and riddles. Many creatures of the forest see the Talking Trees as wise sages worthy of respect – in fact, Elven maidens known as 'dryads' care for and tend to the trees as a sign of devotion. They are also thought to be blessed by the Demiurge, for Talking Trees speak as men during the day and as women at night. Talking Trees stand as tall as a Nephilim and are terribly powerful, yet their branches can be as delicate as a moth's wing. They can appear as many types of trees, but they generally suit their personality – the sad and despondent are weeping willows; the strong and mighty are towering pine trees; and those given to gravidity are petrified.

Though Talking Trees rarely resort to violence, some do rot into corruption and darkness. Many Unseelie Talking Trees are known as *foulroots*, their bark turned black and their arboreal form given the terrible power of Sorcery. They often lie in wait for passersby, still as a tree until they grasp at their prey and rip them apart. Seelie Talking Trees are instead gifted with prophecy and divine insight, knowing the secrets of the movements of the stars. They also actively enforce the growth of the forest, maintaining hovels deep below the earth where they keep their workshops and raise saplings. Seelie Talking Trees see foulroots as little more than dead wood, things that should be cut down and burnt in order to clear space and undergrowth necessary to grow newer, healthier trees and forests.

TALKING TREE — SIZE: Large or Huge

C	B	A	P	I	W	F
45% [4]	50% [13]	35% [3]	40% [7]	40% [6]	45% [6]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	6	18 (24/30/36)	9 (15/21/27)	75%	45% (Natural)	Advanced (High)

Alchemy +30, Athletics +20, Folklore +30, Handle Animal +30, Incantation +30, Navigation +20, Resolve +30, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +20

ATTACK PROFILE

Bare-handed: 75% • Distance (melee engaged or 1 yard) • Damage (13) • Reach, Slow

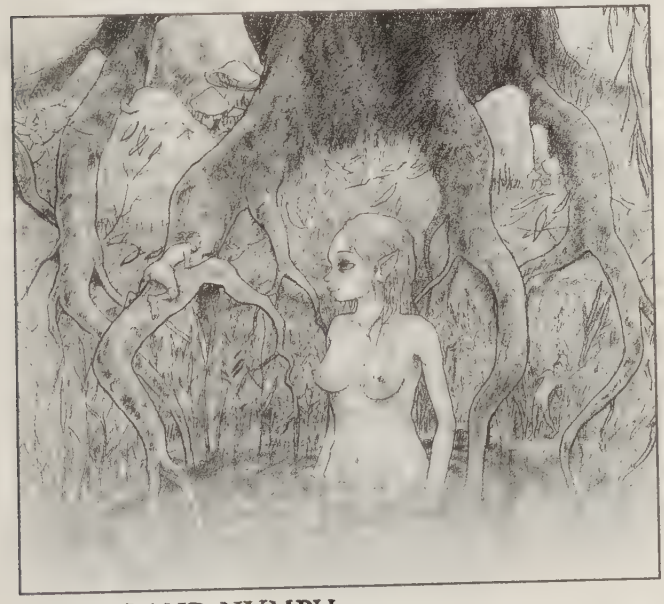
TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
BLOODLESS: These creatures cannot Bleed.
BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.
CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.
HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.
INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.
PRIMAL SCREAM: When these creatures successfully use a Litany of Hatred, those affected must Resist with a Resolve Test or suffer from Fear.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.
UNGAINLY: When these creatures are Slain! all those Engaged with it must succeed at a Coordination Test or be knocked Prone beneath of it, suffering 3D10+3 Damage from falling.
UNNATURAL VISCERA: These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.
WINDS OF CHAOS: When casting Generalist Magick – at their option – these creatures can automatically succeed at the Incantation Test, but must drop one step down the Peril Condition Track negatively. In addition, they must always add 1 additional Chaos Die when they Channel Power.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Reagents for all Magick spells (9)



WOODLAND NYMPH

FEY

Probably the most well-known of all the Fey are the lustful and dangerous Woodland Nymphs. They sit among the branches and glades, calling for both the seed and blood of men.

Woodlands Nymphs are comely and otherworldly women, slight of figure but large of hip and breast. Their skin color ranges from greens to browns and their hair appears to be made of vines, leaves or mosses. They are always seen around a specific tree, one that each Nymph protects like a mewling child. They keep the roots of the tree free of weeds, maintaining fairy rings of toadstools and tend the wildflower gardens around the aged giants. The Nymphs also produce a syrupy breast milk; one they squeeze into clay jars to nourish the tree's roots with. Normally the Nymph is very shy and modest; if they are sighted by an outsider, they will turn Æthereal and enter the tree they tend, only emerging when the interloper is gone. But do not threaten their tree or gardens in any way, as this can only lead to death. If the plant is at risk, the Nymph will emerge from their hiding place as the terrible creature called *L'wraithian* (a word in Elvish meaings 'haunt'). In this violent form of nature's wrath, their skin hardens to bark, their fingers elongating into claws and they take on the aspects of the seasons while maintaining a hauntingly terrible and wrathful beauty.

Woodland Nymphs care for animals of the forest as they do for their precious tree. They have a notorious weakness for musicians and singers – inviting them to sexual congress in more than one way if they can spin a beautiful lyric. This is often used to obtain a sampling of the Nymph's breast milk, which has intrinsic healing properties and is used in druidic spells. In exchange, the Nymph will often coyly ask for the seducer's seed. However, these matings breed terrible fruit in the form of malicious Redcaps. These slight Fey grow like apples from the Nymph's limbs, until they eventually fall off and burst into new life. The Red Cap is then rumored to eventually return and kill its father, which is where the crux of the deal lies.

WOODLAND NYMPH — SIZE: Normal

C	B	A	P	I	W	F
40% [5]	45% [5]	50% [8]	45% [8]	35% [3]	40% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	11	5 (11/17/23)	10 (16/22/28)	None	70% (Natural)	Advanced (Medium)

Athletics +10, Awareness +20, Coordination +10, Charm +30, Eavesdrop +20, Folklore +30, Guile +20, Navigation +10, Resolve +10, Rumor +20, Simple Melee +30, Stealth +10, Survival +30

ATTACK PROFILE

Branch-like Claws: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Pummeling, Slow

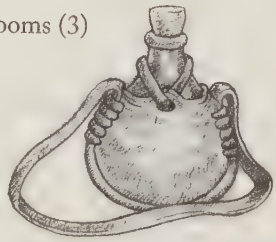
TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.
BATTLE FRENZY: When these creatures are encountered, roll 1D6 Chaos Die. If it lands on a face '1', '2' or '3', they are under the effect of that many doses of red cap mushrooms.
BLOODLESS: These creatures cannot Bleed.
CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
FEY SIGHT: These creatures automatically spot hidden and Æthereal foes, and can see in the dark.
FLAMMABLE: When exposed to flames, these creatures suffer an additional 1D10+1 Damage from fire.
HATRED (Human): When facing the Ancestries indicated in parentheses, these creatures add an additional 1D6 Fury Die to Damage and automatically succeed at Resolve Tests.
PERFECT CAMOUFLAGE: Foes must flip the results to fail attacks made with ranged weapons to strike these creatures.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.
SEASONS TO PASS: When these creatures enter combat, they take upon a different aspect every Turn which passes. In the first Turn, they take on the aspect of spring, gaining +3 to Damage Threshold. In the next Turn, they lose the +3 to Damage Threshold, but take on the aspect of summer, gaining total immunity to fire. In the following Turn, they lose their total immunity to fire and take on the aspect of autumn, able to use two Melee Attacks on that Turn for 2 AP. In the final Turn, they lose their ability to use two Melee Attacks on and take on the aspect of winter, able to Dodge and Parry for 0 APs. This creature may only take upon one aspect at a time, and continues to cycle through the four seasons as their Turns pass.
SILENT STALKER: When these creatures use the Stealth or Survival Skill, they flip the results to succeed at their Test.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Jug of breast milk, Red cap mushrooms (3)



GOLEM

SUPERNATURAL

When the dead are buried, stakes are driven through the lid of a coffin to kill any zombified being that may arise. However, what happens if the corpse is exhumed and then vivisected upon for nefarious purposes? The result is the anthropogenic Golem.

Golems are brooding husks, shaped out of mud and dessicated remains. Despite being made of corpses, Golems themselves are not truly 'undead' creatures – rather, their bodies are infused with the mysterious *Ætheric Fluid* drawn from Wytchstone shards to provide mobility. The parts that make up a Golem are often mismatched and stitched together, taken from sometimes up to a dozen of the strongest bodies. The sum of these parts then bristle with inhuman strength and agility, yet retain a base level of intelligence due to an intact brain required to pilot the body. Golems are also remarkably well-preserved, often dunked in alchemical baths in between their forays into the world. Golems are often created by those of a scientific bent who wish to plunge into the mysteries of Galenic medicine, humorism and necrosis. Given a good dose of stage makeup and a burly coat, a Golem could even walk amongst mankind – though as an admittedly larger-than-average looking being.

Golems are naturally quite confused and prone to fits of anger – their limbs sometimes rebel against them, given to the muscle memory of a body that no longer exists. Golems are also quite lonely and prone to melancholy, given their status as 'monsters', brought back into life with no say in the matter. They long to reconnect to a being they cannot return to, as their existence is divided between a handful of previous lives. Golems harbor a jealousy towards other living beings, and desperately want a connection to something greater than themselves. All they wish to do is reach out to another and become 'human' once more, but their anguish more often than not drives them towards madness and violence.

GOLEM

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	50% [9]	40% [6]	40% [7]	40% [4]	45% [5]	35% [3]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	9	9 (15/21/27)	8 (14/20/26)	75%	80% (Natural)	Advanced (Low)

Athletics +30, Coordination +30, Disguise +10, Guile +20, Intimidate +30, Resolve +30, Scrutinize +30, Simple Melee +30, Toughness +30

ATTACK PROFILE

Iron-hard Fists: 75% • Distance (melee engaged) • Damage (9) • Vicious

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

BOTH-HANDEDNESS: When they wield 2 one-handed melee weapons and fail a Combat-based Skill Test, they may re-roll to generate a better result, but must accept the outcome.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

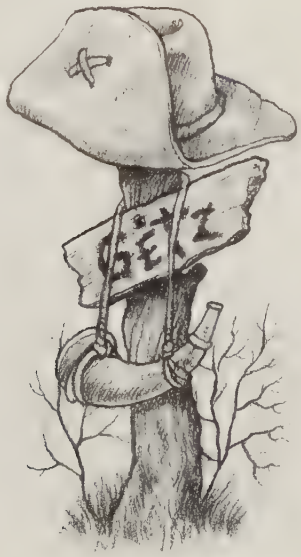
LUMBERING BRUTE: These creatures cannot Charge, Run or use Movement Actions that require 3 AP.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

SHOOTFIGHTING: These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.

TRAPPINGS

Memento of a former life



LIVING STATUE

SUPERNATURAL

When Defiler-kings overthrew the southern kingdoms and raised hordes of the undead, they found that the newly deceased had little to offer in terms of muscle power. As a solution, they developed a process that would create a Living Statue – one that would breed monstrous results.

Living Statues are towering relics of an older age, reaching over thirty feet in height – more than a match for any Nephilim. They are composed of natural materials such as basalt, bronze or obsidian, but sandstone is by far the most common medium. Constructed with the likeness of ancient and terrible gods, they are imposing and powerful to behold, crowned with anthropomorphic heads. The Defiler – or any other Necromancer – animates the Living Statue by collecting nine souls in canopic jars. The souls are then transferred into the form of the Living Statue, where it is animated with Ætheric energy to serve indefinitely. The nine souls do not lose their personalities, so these towering golems are at constant odds with themselves, a hive of disparate minds trying to control a singular body. Many become insane, but some become placid enough to be successfully controlled. If their controller is able to cement one personality, usually a powerful spirit like an Ætheric Spirit or a Fey is one of the nine inhabitants – they can generally cow the other eight to obedience.

Living Statues know only toil – they build endless ziggurats, monuments and obelisks for their master, ones both beautiful in craftsmanship and terrible in purpose. When the war drums are beaten, the Living Statue picks up its pike and shield and becomes a terrible engine of war who towers over the battlefield and destroys siege engines with

a simple kick. Living Statues are also used to defend tombs and temples from intruders, standing still for millennia and only activating to destroy intruders. They are monsters with no feelings, only instincts to kill and build. Thankfully, as the sands have progressed and many Defiler kingdoms have been overthrown, many Living Statues have been left inert amidst the ever-changing dunes. They wait for their old masters to bring them back to life, lying dormant and impotent, guarding a tomb swallowed by the sands centuries ago.

LIVING STATUE **SIZE:** Normal, Large or Huge

C	B	A	P	I	W	F
40% [7]	45% [13]	40% [10]	35% [6]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	16	18 (24/30/36)	None	75%	80% (Defensive & Protective)	Advanced (High)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Martial Melee +30, Martial Ranged +30, Scrutinize +30, Survival +30, Toughness +30

ATTACK PROFILE

Bronze Shotel: 70% • Distance (melee engaged or 1 yard) • Damage (13) • Powerful, Reach, Vicious

Bronze Bow: 70% • Distance (ranged 18 yards) • Load (2 AP) • Damage (10) • Fast, Finesse

TRAITS

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

FETID WEAPONRY: When these creatures inflict an Injury, their foe's wounds are also Infected.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

HIDEOUS MIGHT: These creatures add the Reach and Vicious Qualities to melee weapons they wield. They also ignore the Weak Quality of melee weapons.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

NATURAL ARMOR (5): These creatures have factored in a bonus to their Damage Threshold, equal to the value in parentheses.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POISON RESISTANCE: These creatures are immune to poisons.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SOUL JAR: These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.

SWEEPING STRIKE: When these creatures make a successful attack with a two-handed melee weapon, they strike up to three foes they're Engaged with.

UNNATURAL VISCERA: These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.

TRAPPINGS

Arrows (9), Bronze bow, Bronze death mask, Bronze shotel, Cheap necklace, Cheap ring (3), Metal shield, Phylactery (9), Tattered robes

MINDLESS UNDEAD

The Well of Souls: a world beyond this world, lorded over by the Custodian. It is the final resting place of all living things, a darkness where spirits forget their old lives and their old existence, before they return to the cold embrace of reality. The Well is not a place of chaos or malevolence, but nevertheless a realm of change and rebirth.

But there are those who seek to disrupt the natural cycle of life, death and rebirth; those who wish to enslave the souls of the departed to do their bidding. These blasphemous people are Necromancers, practitioners of dark Magicks and the eternal bane of the Custodian's demesne. Necromancers care little for the dead, seeing them as more golem or automata to be used, rather than once having housed the souls of living, feeling creatures. They are able to rip souls from the Well, shoving them unceremoniously back into their decomposed bodies. These souls are confused and afraid, having lost all identity and knowledge from their time in the Well. The returned are then made the unwitting slaves to their new dark lords, devoid of free will. Many are morose, mere victims to their instincts, now killing and feeding because they need to. Some are furious upon being revived, pained by their previous existence, housed in a purgatory of now rotting flesh they once sloughed off. Others are too far gone, far too entrenched in the Custodian's realms and remain apathetic, dumb as a pack beast (and treated no better still by the Necromancer).

The Mindless Undead have no culture or identity; both have long been eroded into the inky blackness of the Well of Souls. They wear the tattered burial clothes they were interred in or possibly whatever regalia the more egotistical Necromancers provide them with. All Undead are extremely resistant, their skin having long turned to leather, their viscera having dried and their bones having calcified. When they fight, they are vicious and unrelenting, haunted by the pain of existing in a body that should no longer function. Mindless Undead are never natural, always the result of profane Magicks and dark sorcery. They are loyal only because the Magicks which bound them back to their bodies tells them to be; they fight because their chaotic masters force them to do it through witchery.

The Undead wish nothing more than to return to the Well of Souls, but they have been forbidden from falling upon their own blades. The greatest mercy when encountering these foes is their total destruction, as it is also the only way to keep their plague-ridden numbers down. They long for death and feel no remorse: in fact, exorcists have written of hearing a jubilant sigh, as if a giant weight has been lifted off of one's shoulders, when they strike down these creatures of eternal pain.

CRYPT SKELETON

MINDLESS UNDEAD

Bones litter the countless vaults and mausoleums of the world, collecting dust as the memory of the dead fades far from existence. However, some can give blasphemous life to these inert stacks of dried collagen and marrow, creating Crypt Skeletons.

Most are constructed from ragtag bones of artisans and servants employed by twisted Necromancers. Ritualistically slain – as to hide the inner workings of their laboratories and secret towers – the Necromancer then takes great pains to cleanse the bones in acid or let nature take its course, letting them rot in a fetid pit. Once assembled into a horrendous amalgamation of remnant bones, stitches and tack, they are driven by pure Magick, with no muscle or rotted viscera to motor the joints. They do not hunger, they do no sleep and they do not think; in short, they are perfect automatons who are able to continually revive if their bones are near to each other. Skeletons have no consciousness, but can follow complex commands to a fault. They do, however, all possess an unremitting hatred of the living. Crypt Skeleton's victims are often maimed beyond belief, with remnants taken back to their necromantic lord to be recycled into new skeletons.

Their only weakness is an unflinching adherence of orders: if told to guard a tomb, a Crypt Skeleton will never leave it – even in pursuit of interlopers. They will even maintain their directive long after the death of their master. Though most Crypt Skeletons are humanoid, there has been evidence of animals being animated through the terrible necromantic Magicks and serving the same functions. There are also rumors that in some faraway lands that souls are not bound to skeletons, but rather brass automata run by clockwork. These are mostly just rumors, but it does not seem like much of a stretch to animate unliving metal when bone is little more than dead calcium rock.

CRYPT SKELETON

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [5]	35% [4]	40% [5]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	7	8 (14/20/26)	None	65% (Defensive)	80% (Defensive & Protective)	Basic (Medium)

Athletics +10, Awareness +10, Intimidate +10, Martial Melee +10, Simple Melee +10, Simple Ranged +10, Stealth +10

ATTACK PROFILE

Rapier: 55% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Weak

Ruined Hunting Bow: 55% • Distance (ranged 14 yards) • Load (1 AP) • Damage (1) • Finesse, Ruined, Weak

TRAITS

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

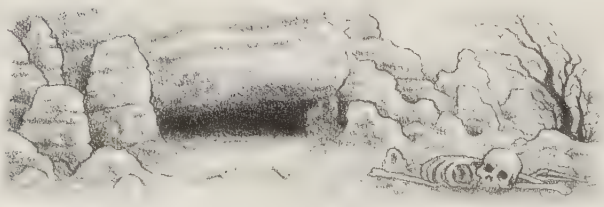
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SKELETAL REMAINS: Only after these creature's bones are spread around for 1 AP are they forever Slain!.

UNNATURAL VISCERA: These creatures are immune to attacks made with ranged weapons. However, they cannot use any Movement Action that requires 3 APs.

TRAPPINGS

Arrows (6), Buckler, Hunting bow (Ruined Quality), Mail armor, Rapier



DRAUGR

MINDLESS UNDEAD

War is a sad reality of a grim & perilous world. Nations claw at each other's throats for a few tracts of land, sending young boys to fight wars between old men – rarely even knowing the lord's name of whom they fight for. Many will march out of their villages for a lord they do not know and never return to their loved ones.

Middling swordsmen end up in ditches, but renowned and revered soldiers are buried in hilltop crypts ringed with plinths of hand-etched rock and towering menhir, meant to memorialize their victories as much as the sacrifices of these fallen warriors under their command. It is here – both in the ditches and the crypts – that Necromancers find fresh corpses to defile. Draugr are the reanimated flesh of these poor souls, knowing nothing but a lifetime of war. They look akin to emaciated corpses, devoid of most of its flesh, dressed in full battle garb. Having been buried with their armor and their sword, these reanimated fighters stand once again to fight battles for lords they never knew. These souls are confused, believing they are still in a war that seems to last for an eternity. Of all the Mindless Undead, they are the most formidable foes, with particularly strong Draugr often serving as a Necromancer's right-hand confidante, recognized by exorcists as 'wights of the barrow'. The only way to fell one of these wretched souls is destruction of the head; otherwise, they will continually rise again and again and again. War… war never changes. And the Draugr know aught else, damned to an eternity of battle until the end of days.

If one is ever unlucky enough to encounter a force of Draugr, you can see the pattern of war across history as if someone cut through a solid layer of rock. Some may wear *kabuto* armor of a far eastern land, others wear tattered kilts and intricate knots of a civilization long lost and some the ring mail of battles a year ago. Their war wounds are just as diverse, ranging from spear wounds inflicted with flint tips to massive

cannon shots that tore through their guts. When Draugr do speak, they speak in a variety of tongues, yet they all seem to understand each other. They bring together thousands of years of experience, strategy and weaponry to create both a terrifying and effective force.

DRAUGR

SIZE: Normal

C	B	A	P	I	W	F
45% [8]	40% [6]	40% [5]	35% [3]	0% [0]	0% [0]	0% [0]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	8	10 (16/22/28)	None	75% (Defensive & Protective)	None	Intermediate (Medium)

Awareness +20, Eavesdrop +10, Intimidate +20, Martial Melee +20, Martial Ranged +20, Ride +20, Simple Melee +20, Simple Ranged +20, Toughness +20

ATTACK PROFILE

Draugr Blade: 65% • Distance (melee engaged) • Damage (8) • Vicious

TRAITS

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.
HOLY RETRIBUTION: When struck by holy water, these creatures suffer 2D10+2 Damage from fire.
IMPLACABLE DEFENSE: When this creature's Turn begins, they gain 1 additional AP. However, it can only be used to Dodge and Parry.
IN THE FACE: These creatures can only be harmed by melee and ranged weapons by using a Called Shot to the head.
KILL IT WITH FIRE: Only after these creature's remains are set On Fire are they forever Slain!.
LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.
MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.
NEVER SURRENDER: Foes do not gain an advantage when they flank or outnumber this creature in combat.
REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Draugr blade, Mail armor, Memento from their former life, Metal shield, Tattered burial shroud

REANIMATED CORPSE

MINDLESS UNDEAD

The Reanimated Corpse is both the most savage and pitiable Mindless Undead that necromancy can forge.

The Reanimated Corpse is a shambling monstrosity, a rotting humanoid whose viscera is visible, limbs are missing and ragged jaws hang agape. These creatures are created from those dead who died in unnatural ways, such as by murder or poisoning. The Necromancer summons the deceased's soul from the Well of Souls, binding it into a fetish or phylactery and placing it around their neck. They then animate the corpse, which rises and follows the commands of those who hold the object containing their soul. As the Corpses do not possess a soul in their physical bodies, they are reduced to little more than beasts: they hunger for Human flesh, but their undead form means they do not require it. They attack savagely with teeth and nail, biting off chunks of flesh with a ragged jawbone bereft of teeth and scooping out eyeballs of their victims with broken, bony digits. Unless the object housing the soul is destroyed, Reanimated Corpses will continually revive no matter how often they are slain. Aside from this object, the Reanimated Corpses also have a supernatural aversion to rock salt; they become inert if a jar of it is placed in their mouths.

Reanimated Corpses are quite easy to raise *en masse* and together they are both powerful and terrifying. Across the known world, you can hear countless stories of small towns being swept away under a wave of these shambling monsters. The worst stories to hear from raconteurs are those of the weary travelers – lost in the woods, forced to hold up in a ramshackle cabin as the undead and their own paranoia claws away at them until they are nothing more than worm food. Some also say that the world has become so foul and tainted that Reanimated Corpses are starting to rise on their own volition, leaving graveyards empty and their villages soaked in blood and entrails.

REANIMATED CORPSE

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [5]	35% [5]	40% [4]	0% [0]	0% [0]	0% [0]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+7	8	5 (11/17/23)	None	None	None	Basic (Medium)

Athletics +10, Awareness +10, Intimidate +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Tooth & Nail: 55% • Distance (melee engaged) • Damage (5) • Pummeling, Slow, Weak

TRAITS

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

HOLY RETRIBUTION: When struck by holy water, these creatures suffer 2D10+2 Damage from fire.

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SOUL JAR: These creatures cannot be permanently Slain! unless the fetish or phylactery which houses their soul is destroyed. However, they can be made to remain in hibernation, left unconscious if a jar of salt is poured into their mouths.

TRAPPINGS

Fetish, Memento from their former life, Tattered burial shroud

TENEBRAE

MINDLESS UNDEAD

Tenebrae are shadow-people possessed by chaos: puppets which exist only to serve Corruption made manifest. They have no free will, essentially mindless though compelled to snuff out the 'blinding light' of other living creatures.

Often haunting places where ritual murders or excessive violence has occurred (particularly villages that have fallen beneath the blade of Vampiric Templars), Tenebrae exist only to kill. They sit upon the threshold of the Material Realm and the Well of Souls, able to detect when living beings come near the remains of their corpses. And as the living are sensed, Tenebrae bodies shamble and animate once more, surrounded by a strange warping of light and darkness. A shimmering shadow emanates from their body, appearing as if made from smoke, protecting them wholly from physical harm unless exposed to light. They then pick up the implements from their former profession: axes, scythes, hammers and the like and take to the killing.

Strangely, Tenebrae will recite bits and pieces of the language they spoke in life. This always sounds like nonsense and out of place, but it is always intimidating, suggestive of a horrid intelligence or hope that they might not be dead at all. This strange behavior has been recorded by many an exorcist, who inexplicably state that it must have been the living soul fighting against the chaos, beseeching the living to put them out of their misery. It is often intimidating and quite terrifying to see the wispy form of a Tenebrae lash out with jagged weaponry, only to hear it weep openly and beg for its life to end. Tenebrae straddle the line between flesh and spirit and it seems even the creatures themselves often do not know which realm they inhabit.

TENEBRAE

SIZE: Normal

C	B	A	P	I	W	F
35% [4]	40% [5]	45% [6]	40% [6]	0% [0]	0% [0]	0% [0]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	9	20 (26/32/38)	None	None	65%	Intermediate (Low)

Athletics +10, Awareness +10, Coordination +20, Eavesdrop +10, Intimidate +20, Simple Melee +20, Simple Ranged +10, Stealth +10, Survival +10, Simple Ranged +10

ATTACK PROFILE

Improvised Hand Weapon: 55% • Distance (melee engaged) • Damage (5) • Pummeling, Weak

Improvised Thrown Weapon: 45% • Distance (ranged 6 yards) • Damage (5) • Pummeling, Slow, Throwing, Weak

TRAITS

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

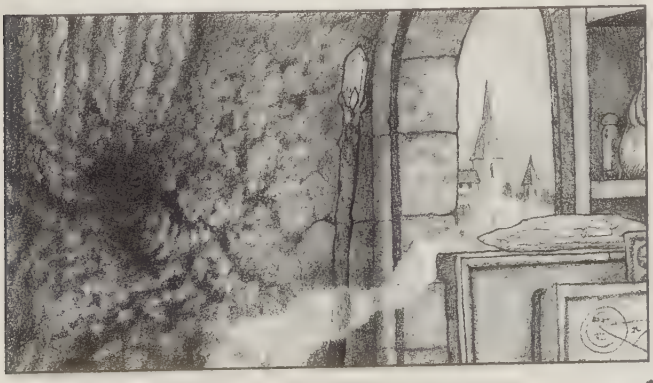
LIGHT SENSITIVE: When a foe uses Take Aim for 2 APs to shine a source of light upon this creature before making their attack, reduce its Damage Threshold by a -6 penalty (to a minimum of 1).

MINDLESS: These creatures do not possess Fellowship, Intelligence or Willpower and cannot be made to Resist effects which affect the mind. They can also see in the dark.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

TRAPPINGS

Improvised hand weapon, Improvised thrown weapon, Memento from their former life, Tattered burial shroud



RESTLESS SPIRITS

The nature of the soul and spirit is a hard one to pin down exactly. The main issue turns on whether souls are real – is there an essence to our being that lives on after the mortal coil is shed? Do we keep any of our personality or do we fade into oblivion? Though the Custodian is the god of death and knows it secrets and supernatural creatures of all kinds espouse on the existence of the Well of Souls, no mortal or sane eyes have seen it. Supposedly, when a person dies, their soul is ferried to the Well of Souls, where it is wiped clean of memories to only reincarnate in a new body later on. But even the slightly superstitious do not believe this wholeheartedly. Rumors abound of souls lost to time and those who have escaped from the Well of Souls, 'stuck' to the Material Realm to be ever cursed in a state of undeath. Whether these are actual lost souls or perhaps Ætheric energies masquerading as the dead is not important, as Restless Spirits exist and are all around us.

Restless Spirits are echoes of the dead, with all the memories and experiences of their former selves. Some are ancient, having been trapped on the Material Realm for centuries with little hope of achieving true death. Others are new and confused, mortals previously unaware of the supernatural who are now an integral part of it. All mortals can become Restless Spirits, but the vast majority are Human – likely due because they are the most short-lived of all the Ancestries. They are all semi-translucent and emanate an eerie blue aura, their causes of death evident in their new spectral form. Restless Spirits exist between the Material Realm and the Æthereal Veil, able to drift in and out of it to become incorporeal or near flesh. Their spectral nature also makes them immune to most forms of attack. Only weapons anointed by divine or arcane energy can find purchase, while Magick spells bring a violent end to the undead.

Restless Spirits may be slightly mad, but they are intelligent. Many of them are fixated on the past and their old lives and many wish only to pass on to their final rest. Some may even be able to pass down secret knowledge if this boon is granted to them. Others have gone totally mad or are just plainly malevolent, feeling nothing but hatred and loathing for all living beings. Their chilling strikes can turn their enemies instantly into other Restless Spirits upon death, causing haunted locales to become more dangerous as more curious investigators fail to return. The Custodian would love nothing more than to corral all these wayward spirits, but the gods have no ability to directly intrude upon the Material Realm whatsoever. This is why priests of the Custodian have such ire for both the Mindless Dead and Restless Spirits – they are the only instruments that can carry out their Lord's will.

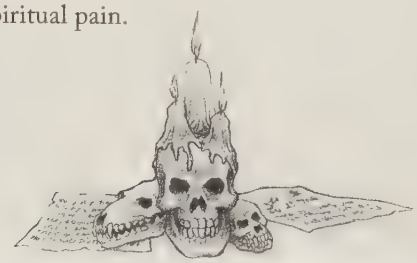
APPARITION

RESTLESS SPIRIT

A good majority of Restless Spirits are victims of circumstance, disembodied spirits who were unwillingly bound to the Material Realm and now unable to move past it. Others, too have been trapped here due to past misdeeds, possessed by unmitigated rage. These Apparitions are their violent echoes.

Apparitions are entities that are bound to the Material Realm because of a promise they broke or a curse they invoked on themselves. Their grief has driven them completely mad and it is difficult to determine if they were even mortal before. Apparitions have no set form, being made of pure ectoplasm – instead, they appear as a dead loved one or friend to whoever sees them. They always carry a spectral lantern, using it to guide their way. They tempt and call to the viewer, acting wayward and lost, until their rescuers come near enough to be touched and drained of their life energy. Apparitions will lie in wait for years to torment certain people and they are incredibly malevolent and violent when their mark is within reach. They can also send forth spectral hands to grasp and claw at foes from a distance, a fearful and dangerous ability.

Apparitions are hateful beings, wanting nothing more than to spread discord and pain. Those they strike down will arise automatically as Phantoms and this breeds a vicious cycle of spiritual pain.



APPARITION

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	45% [8]	40% [7]	35% [6]	45% [4]	50% [5]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	10	8 (14/20/26)	8 (14/20/26)	None	70% (Natural)	Advanced (Low)

Awareness +20, Coordination +20, Eavesdrop +20, Folklore +20, Guile +30, Intimidate +30, Rumor +20, Scrutinize +20, Simple Melee +30, Stealth +30

ATTACK PROFILE

Ghastly Touch: 70% • Distance (melee engaged) • Damage (8) • Entangling, Pummeling, Slow, Weak

Phantom Limb : 70% • Distance (ranged 10 yards) • Load (1 AP) • Damage (8) • Entangling, Throwing

Wall Crawler's Grasp: 40% • Distance (ranged 9 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

BLOODLESS: These creatures cannot Bleed.

BONDS OF DEATH: These creatures can manipulate physical objects in Æthereal Form.

COLD HANDS: These creatures ignore the Damage Threshold Modifier a foe's armor may confer when they inflict Damage.

COME INTO THE LIGHT: These creatures cannot be permanently Slain! unless their lantern is destroyed. If the lantern is snuffed out, they remain in hibernation until it is relit.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

PARALYZING TOUCH: When these creatures make a successful attack bare-handed, they deal both Damage and force a foe to Resist with a Toughness Test or be Paralyzed. While Paralyzed, foes are unable to use Movement Actions until they successfully Resist.

PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6

Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

WALL CRAWLER: These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.

TRAPPINGS

Ghostly lantern

HOODED ONE

RESTLESS SPIRIT

Immortality has been a desire since people first knew that time for them was finite. Over the centuries as Magickal research has evolved, several breakthroughs have been made in terms of cheating death, though all of them are blasphemous – there is no greater sin in the Custodian's eyes than to refuse Him your rightful soul. Those that succeed may become Defilers, but those that fail in their labors are cursed forever as Hooded Ones.

Hooded Ones are the unfortunates who failed to correctly grant themselves immortality through profane Magicks. Now, they are destined to live forever, stalking the world in a pained existence. Also called *wraiths* or *reapers*, Hooded Ones wear dark and tattered cloaks that hide their wispy forms. Underneath their hood is a skeletal form, out of which crawl grave worms as dust emanates from their mouths when they speak. Hooded Ones always carry a light with them, one they use to search for the path to the Well of Souls and a wicked sickle for reaping souls. Hooded Ones are morbid and wrathful, enjoying nothing more than terrorizing the living. They can make mirror image-like copies of themselves to confuse and haunt, as well as supernaturally manipulate the world around them. They also can drain life force, feeding upon the living.

Hooded Ones are grim harbingers of death and destruction, though they often carve out a territory which they reap their ghoulish harvests from. Those killed by a Hooded One will arise as one of the Restless Spirits and sometimes the more ambitious Hooded Ones have raised armies of the dead in attempts to overthrow the living. Most, however, are condemned to pilot skiffs down the River of Oblivion, where all dead are shepherded. Hooded Ones can be stopped – they are repelled by holy symbols, as they cannot stand the concept of the divine power that binds them to the Material Realm. They also all have a True Name, which they keep hidden: one that if it is revealed, weakens the Hooded One and makes them more vulnerable.

HOODED ONE — SIZE: Normal

C	B	A	P	I	W	F
40% [4]	45% [6]	40% [9]	35% [3]	45% [4]	50% [9]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	12	8 (12/18/24)	12 (18/24/30)	70% (Defensive)	70% (Natural)	Advanced (Medium)

Awareness +20, Coordination +20, Eavesdrop +20, Education +30, Folklore +30, Guile +20, Incantation +20, Interrogation +20, Intimidate +30, Martial Melee +20, Scrutinize +20, Stealth +20

ATTACK PROFILE

Sickle: 60% • Distance (melee engaged) • Damage (9) • Defensive, Fast, Finesse, Vicious

Cold Touch: 40% • Distance (melee engaged) • Damage (6) • Pummeling, Slow, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

BLOODLESS: These creatures cannot Bleed.

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

COLD HANDS: These creatures ignore the Damage Threshold Modifier a foe's armor may confer when they inflict Damage.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all

Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

LAMB TO THE SLAUGHTER: When these creatures Injure a foe with a melee weapon, they inflict two Injuries instead of one.

MANY FACES OF DEATH: By spending 1 Misfortune Point, these creatures create 1D6 illusions of itself that mimics its precise actions. Once a mirrored image is successfully struck with any weapon or Magick, it immediately dematerializes. Determining which is the creature and the illusion requires a Secret Test using Scrutinize.

PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Book of the dead, Tattered robes, Sickle

PHANTOM

RESTLESS SPIRIT

The mortal soul is highly complicated and sometimes the ferrymen aren't able to recover it properly. These aimless spirits manifest into a Phantom; ghostly beings that cannot journey to the Well of Souls upon their own nor animate the body they once lived within.

Phantoms spend their 'unlife' haunting the places they used to live. They all carry some sort of unfinished business, a symptom of their fragmented soul that broods on a specific loss, deeds undone or enemies left unchecked. This dismay and anger causes the Phantom to lash out, tossing aside furniture, rattling chains and frightening residents so the spirits can chase out the living to dwell within their own sorrow. Life is an anathema to the Phantom and their despair cannot be forgotten if other living beings reside in the place of their death. Because of this, they rarely take physical shape. If the living attempt to banish them or drive them away, a Phantom will manifest physically and attack for all they're worth. Phantoms will fight if they have to and their ability to become Æthereal and immunity to normal weapons makes them dangerous to all but the most prepared foes.

If anyone should ever be struck down by a Phantom, their spirit will arise as an Apparition – set to continue the endless cycle of death and terror. Though like most Restless Spirits, Phantoms do have vulnerabilities – mostly in that they are repelled by all things divine, particularly by symbols of the Custodian. Phantoms are not chaotic creatures to any extent – rather they are tortured, confused and worried. A Phantom's only want is to join their loved ones and friends in the Well of Souls, but they lack the means to do it. If an outside force would come to the Phantom's aid, resolving the unchecked deeds which keeps it bound to the Material Realm, they can finally find the rest they seek.

PHANTOM

SIZE: Normal

C	B	A	P	I	W	F
40% [4]	45% [4]	40% [6]	35% [7]	45% [4]	50% [5]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	9	4 (10/16/22)	8 (12/18/24)	None	70% (Natural)	Intermediate (Medium)

Awareness +20, Coordination +20, Eavesdrop +20, Folklore +20, Intimidate +20, Rumor +20, Scrutinize +20, Simple Melee +20, Stealth +20

ATTACK PROFILE

Ghostly Touch: 60% • Distance (melee engaged) • Damage (None) • Fast

Improvised Thrown Weapon: 60% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Pummeling, Slow, Throwing, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

BLOODLESS: These creatures cannot Bleed.
BONDS OF DEATH: These creatures can manipulate physical objects in Æthereal Form.
BRUSH WITH DEATH: When these creatures make a successful attack bare-handed, they provoke Fear, but do no Damage. They also force a foe to Resist with a Resolve Test or be aged by one year. For every year aged, the foe permanently reduces Brawn by 1%.
DARK SENSE: These creatures can see in the dark.
FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.
HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.
PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.
REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.
UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.
WITCHBOARD: These creatures cannot be permanently Slain! unless their remains are placed beneath a spirit board. Once placed beneath a spirit board, they enter hibernation and will remain so unless the board or remains are removed, therefore giving life to the creature again as it is restored to Unharmed. Only by successfully casting Last Rites over the spirit board are they forever Slain!.

TRAPPINGS

None

RED REVENANT

RESTLESS SPIRIT

The threat of heretics, Mutants and witchcraft is a serious thing all over the countryside, but that doesn't mean there aren't innocent victims who die by an inquisitor's flame due to rumor or falsehood. Sometimes, those killed for such false reasons come back as a terrible Red Revenant.

A Red Revenant is a spirit of one who was unfairly purged by an inquisitor or zealous township. Perhaps a girl undergoing her quickening is accused by her insane mother of cavorting with demons or a foreigner from a far-off land is accused of eating strange meats and speaking in tongues. When these poor souls are tied to the pyre and the flames have consumed their bodies, they occasionally do not find proper rest and come back to haunt those that killed them. Red Revenants look like smoldering corpses, but they only ever appear to those they are about to kill. Their hands bound forever with a rope, a holy symbol transfixed between their fingers, they seem to appear from doorways, windows or other portals. The smell of sulphur and tang of blood is ever-present when a Red Revenant makes their appearance.

Red Revenants are vengeful spirits, but their wrath is almost always aimed at those that killed them. They also take pleasure in fomenting discord, causing as much terror as possible before handing out their punishment to their victims. Their claw swipes leave scorched flesh and their footprints leave the ground black and sooty. The only way for a Red Revenant to find rest is to have their ashes gathered into a consecrated relic ensorcelled by the *Blessed Sacrament Ritual*. Even then, they can find a way to be resurrected, for the families of Red Revenants oftentimes conspire to have their relatives continue exacting revenge upon the guilty. Unfortunately, these same families are often consumed by the Red Revenant's wrath as well, in the end.

RED REVENANT

SIZE: Normal

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [9]	45% [6]	45% [4]	50% [9]	40% [4]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+6	12	4 (10/16/22)	12 (18/24/30)	None	70% (Natural)	Advanced (Medium)

Awareness +30, Coordination +30, Eavesdrop +30, Education +30, Folklore +30, Guile +30, Interrogation +30, Intimidate +30, Scrutinize +30, Simple Ranged +30, Stealth +30

ATTACK PROFILE

Spit Fire: 65% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

ASHES TO ASHES: These creatures cannot be permanently Slain! unless their remains are placed into a decanter consecrated with the Blessed Sacrament Ritual. Within, they remain in hibernation, unless the remains are removed therefore giving life to the creature again. Only by placing the decanter into a font of holy water are they forever Slain!.

BLOODLESS: These creatures cannot Bleed.

BONDS OF DEATH: These creatures can manipulate physical objects in Æthereal Form.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

FEEL THE HEAT: When foes are Engaged with this creature, they must Resist with a successful Coordination Test or be exposed to Mildly Dangerous flames.

FIREPROOF: These creatures and their possessions are entirely immune to Damage from fire.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SPIT FIRE: These creatures can use their breath as a ranged weapon. This allows then to strike a single foe within 3+[PB], as the foe suffers 2D10+2 Damage from fire. A foe can attempt to Dodge Spit Fire or Parry it with a shield. Spit Fire can be used while Engaged with foes.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Holy symbol

WAILING WOMAN

RESTLESS SPIRIT

The myth of the mourning widow in the abandoned castle or the dark wraith who prowls the moors at night, is found among all cultures. It is both a tale of the tenacity of women, as well as a slight against their frailty and dependency. But these are not just tricks of the light or tales to deter children, but tragic spirits known as a Wailing Woman.

Wailing Women are cursed maidens who were killed on their wedding night or worse violated and left for the clattering call of a corpse collector. They take on the appearance of a spectral washerwoman, bride, maiden or crone – or even more rarely a weasel or hooded crow. During the day, Wailing Women remain partially Æthereal, dwelling in the homes and hills they were killed in. They do not interact with others, only mimicking mundane tasks they performed while alive – such as drying linens or picking vegetables. If approached, they disappear into the hills just out of sight, not to be encountered during the light hours. At night, they take upon physical form and haunt those very hills and dales. They wander in anguish, letting out a terribly chilling wail that eats at a person's very soul. Their physical form is much like their Æthereal one, though

it is far more monstrous and has a permanently distended jaw and face. While Wailing Women are intelligent and can be negotiated with, their despair is often too overwhelming for them to be reasoned with.

Wailing Women are more like forces of nature than malevolent spirits – they will not go out of their way to harm anybody, but they will destroy anyone who treads too close to where they wallow in misery. They also tend to dwell around odd weather phenomenon – many dwell within mists near no moor or stand in the middle of storms when the sky is clear – whether this is an odd coincidence or an extension of their powers remains to be seen. Those they kill arise as Phantoms, expanding the abundance of Restless Spirits. Wailing Women will not, however, harm any woman that is in distress – they do not want the poor wretch to share their fate, so they will forgo attacking them in favor of a less pitiable target.

WAILING WOMAN

SIZE: Normal

C	B	A	P	I	W	F
35% [3]	45% [4]	40% [5]	40% [7]	45% [4]	50% [9]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	11	4 (10/16/22)	12 (18/24/30)	None	70% (Natural)	Intermediate (Medium)

Awareness +20, Charm +10, Coordination +20, Disguise +20, Eavesdrop +20, Folklore +20, Guile +10, Interrogation +20, Intimidate +20, Simple Melee +20, Stealth +20

ATTACK PROFILE

Dirk: 55% • Distance (melee engaged) • Damage (5) • Fast, Finesse, Light, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.

ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.

BLOODLESS: These creatures cannot Bleed.

BONDS OF DEATH: These creatures can manipulate physical objects in Æthereal Form.

DARK SENSE: These creatures can see in the dark.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

I THEE WED: These creatures cannot be permanently Slain! unless their wedding ring is placed into a decanter consecrated with the *Ritual of Blessed Sacrament*. As long as it remains in the decanter, they also remain in hibernation, unless the ring is removed therefore giving life to the creature again. Only by then submerging the decanter into a large body of water are they forever Slain!.

KEENING WAIL: These creatures can spend 2 APs to make an Interrogation Test. If successful, foes caught in a Cone Template who fail to Resist with a Resolve Test immediately suffers from Fear and cannot Counterspell, Dodge or Parry until their next Turn. A foe can be made victim to Keening Wail every Turn.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

PHYSICAL INSTABILITY: Every minute these creatures remain in the Material Realm in physical form, roll 3D6 Chaos Dice at the end of their Turn. If all three dice show face '6', the creature is banished from the Material Realm, until the new moon.

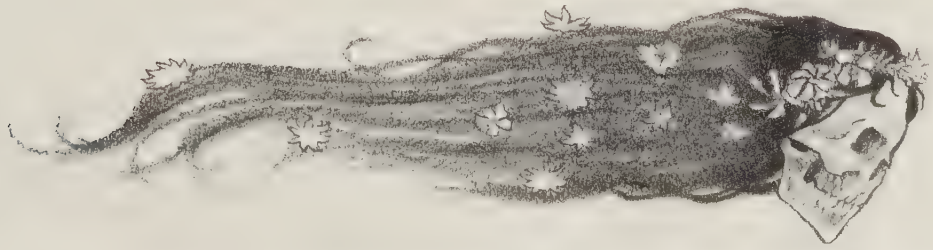
REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

UNCERTAIN FORM: These creatures are immune to Injuries and Perilous Stunts.

TRAPPINGS

Dirk, Expensive ring, Tattered wedding veil and dress



VAMPIRES

Hubris is a uniquely mortal concept, one where pride in your own abilities comes to an ironic twist of fate. The gods love paradox and they find no greater punishment than turning someone's gifts into their endless curse. Many different beings suffer from hauteur and arrogance, but the most well-known of all the creatures who suffer from this fate are the legendary bloodlines of Vampires

Though at a first glance, a Vampire may easily be classified as one of the undead. Instead, they are a cursed folk who have been mutated in one way or another into damned unlife, somewhere between life and death. Vampires come in a multitude of forms, but they all are related to specific **Legacies**. These Legacies represent the powers they gain, as well as how they obtained their terrible curses. Most Vampires also suffers from debilitating weaknesses – some may have an aversion to sunlight, the inability to cross a body of running water or the inability to cast a reflection. They also ache from a supernatural hunger – one of either blood, tissue or a living person's spiritual life force. This is their nourishment and what really separates them from ever returning to the fold of mortality. Vampires isolate themselves, ashamed of their new forms, yet also reveling in the powers it grants them.

They are natural shapeshifters – able to take upon other forms in order to deceive their prey into lowering their guard. Vampires generally take on the appearance of the nobility, magnanimous and welcoming to those they wish to dine upon. When they feed or manifest their powers, the Vampire's true form is revealed – a terrible bestial creature, sometimes a hybrid of an animal or a monstrous form. They do not hold back when they feed, engorging themselves only to regain their poised composure upon finishing their meal. Most commoners are either ignorant or simply abide the dark menace. Vampire-plagued regions attract the attentions of the brave and the headstrong who dream of slaying a vampire or three. They are usually last seen heading towards their quarry's supposed lair, a clove of garlic in one hand and a wooden stake in the other. Most are never seen again, but of those that are, it is usually to feed upon the local populace in the name of their new Vampiric master or mistress. Neither outcome points to efficacy of either garlic or stake, but that does not stop others from trying.

The origin of the Vampire is continuing mystery, as almost all Vampires are isolationists who hate others of their kind – no straight story can be learned from any one of them. Some state that the first were the Nosferatu, cursed by the Abyssal Princes to be something between a demon and a mortal. Others think the first Vampire was a Mutant, one who passed on a great sickness that persists to this day. And others think it lies in the realm of the gods, as many Vampires also pay tribute to the Crouching One as the lord of all Vampires. Nothing is known for certain, but what is known is that Vampires are intelligent, cruel and a threat to society as a whole.

LAMASHTU

VAMPIRE

In these dark times, even children need to be made aware that they should not place trust in anyone, not even their own family; the reason being they never know who could be a dreaded Lamashtu. The Lamashtu is cowardly, taking flight when it senses danger, but otherwise these Vampires are terrible monsters and mimics, sating their hunger with the blood of babes. Able to polymorph its own shape, they assume the form of an elderly woman and pass into villages unmolested and unnoticed, seeking children to feed upon. They can even mimic voices, but since Lamashtu are more creature than man, it is little more than parroting vocal noises. The Lamashtu, now fully disguised and holding the child's trust, escorts the babe out of the village to a remote killing ground. Once there, the Lamashtu reveals its true form: that of a bristling giantess, with a marsupial-like face, gangling limbs and eyes the size of tea saucers. The Lamashtu is most vulnerable in this form, so they only take it on to feed or when cowed.

The beast lashes its undulating, leech-like tongue down the child's throat and beyond its stomach, where it entwines within their entrails. Over the next nine grueling hours, the tongue sucks out all the fat within a child, taking another innocent life. Once finished, the Lamashtu will strangely return the babe to its crib, allowing it to be interred for reasons unknown. A Lamashtu will feed multiple times from a village, taking no more than nine victims and only one at a time. Afterwards, the Lamashtu will journey to another village, only to repeat this ritual of sheer terror.

LAMASHTU

SIZE: Normal

C	B	A	P	I	W	F
45% [4]	40% [7]	45% [10]	50% [7]	40% [4]	35% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+10	13/19 fly	7 (13/19/25)	8 (14/20/26)	75%	65% (Natural)	Advanced (Low)

Awareness +30, Charm +10, Coordination +10, Eavesdrop +20, Guile +30, Intimidate +20, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +30

ATTACK PROFILE

Ragged Talons: 75% • Distance (melee engaged) • Damage (7) • Pummeling, Slow, Weak
Stiletto: 75% • Distance (melee engaged) • Damage (4) • Fast, Vicious, Weak

TRAITS

ACCURSED: These creatures cannot be harmed by normal weapons, unless they have been imbued with Magick.
ÆTHEREAL FORM: Creatures in Æthereal Form cannot inflict Damage or manipulate physical objects, but can pass through objects effortlessly and hover 1 yard off the ground. They can manifest into physical form instantaneously, but assuming Æthereal Form once more costs 2 APs.
BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
BROKEN WINGS: Once this creature is Grievously Wounded, it can no longer fly.
DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.
MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].
PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.
SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.
SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).
STRAFING TALONS: When these creatures execute a successful attack while flying, they also deal 1D10+[AB] physical Peril.

TRAPPINGS

Stiletto

NOSFERATU

VAMPIRE

Every damned being of the night has an origin and most Vampiric lines can eventually be traced back to the venerable and monstrous Nosferatu.

Nosferatu were once ancient Elves, part of a dark Kindred who had attempted to curry the favor of the Abyssal Princes, but was all for naught. The Princes see little use in Elves, not even fit to be reincarnated as Lower Demons. All that effort, power and pain turns about to be worthless to the Elves, so in retaliation they became demonologists in order to bind their former lords. Worrisome of their growing power, the Abyssal Princes placed a terrible hex on the Kindred – one that forever cursed them to stalk the earth, hurt to sunlight and a never-ending hunger for blood. They became known as the Nosferatu, being hauntingly beautiful and elegant – their skin snow white and their hair raven black. They masquerade as princes and rulers, with Ghouls dressed up to serve as their council and then hold court with finely dressed aristocrats and socially ambitious burghers.. They dress as rulers because they are megalomaniacs, enforcing their will on a local populace, fashioning themselves a lord or count worthy of fealty. This is all an elaborate façade though, for they invite guests not for wine and fine dining, but for being eating – ripping out their vocal cords to mute their dying screams.

Nosferatu are a thankful rarity, but those that exist are extremely powerful and nigh-unkillable. Many are masters of the blackest of sorceries and possess further supernatural abilities such as shapeshifting and a terrifying mien. They are usually tended by a Butler Demon, often their only friend as they despise all other Vampires. This is quite ironic, as Nosferatu are also the only Vampires who can create other Vampires – though different bloodlines can create other

creatures, the Nosferatu's deadly kiss can cause any person to 'turn' into any other type of Vampire apart from a Nosferatu. That's because they are a dying breed and it is hypothesized that if all of them should die, Vampires will be wiped from the Material Realm. However, killing one of these powerful monstrosities is often easier said than done – and many failed Slayers have ended up served as supper for the Nosferatu.

NOSFERATU **SIZE:** Normal

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [10]	50% [5]	50% [8]	55% [7]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+8	13	7 (13/19/25)	10 (16/22/28)	70%	80% (Natural)	Elite (Unique)

Athletics +10, Awareness +10, Charm +20, Coordination +20, Education +30, Guile +30, Incantation +30, Intimidate +30, Resolve +20, Ride +10, Rumor +20, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Sceptre: 70% • Distance (melee engaged) • Damage (5) • Light, Powerful, Weak

Vampiric Claws: 70% • Distance (melee engaged) • Damage (7) • Pummeling, Slow, Weak

Wall Crawler Grasp: 50% • Distance (ranged 8 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS

ÆTHERIC DOMINATION: When these creatures would potentially invoke a Chaos Manifestation, they must have two or more face '6' on Chaos Dice to invoke it.

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

INESCAPABLE: When these creatures use a Chokehold, they are able to maintain it for 0 AP and use other Actions In Combat.

OCCULT MASTERY: When this creature Channels Power and succeed at their Skill Test, they Critically Succeed instead.

POSSESSION: These creatures can use *Skin Guest* from the Arcana of Sorcery without having to make an Incantation Test. In addition, they do not have to maintain Concentration.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).

VAMPIRE'S CURSE: These creatures cannot cross running water, unless by bridge or boat. When exposed to sunlight, they suffer 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire. When Slain!, they turn into mist and immediately return to their resting place to sleep. For every hour they sleep, they move one step up the Damage Condition Track positively. Once Unharmed, all Injuries are healed as well. However, while asleep, they can be permanently Slain! if an ironwood stake is driven through their heart and the head is removed.

WALL CRAWLER: These creatures can crawl upon both vertical and horizontal surfaces with ease. In addition, they can initiate a ranged Chokehold at a Distance of 3+[PB], with a Load of 1 AP.

TRAPPINGS

Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Fancy wig, Fashionable clothing, Fine perfume, Reagents for all Magick spells (9), Sceptre

RAKSHASA

VAMPIRE

Not all Vampires relish in their power and use it for deceptive reasons – some have become utterly feral and chaotic, slavering with an endless hunger for blood and flesh. These despicable creatures are known as Rakshasa and they are one of the most feared of the Vampiric brood.

Rakshasa were once men who had a tendency towards ill-gotten gains and political corruption, though not always succumbing to the sway of the Abyss. For their terrible hubris, they are reborn in their new anthropomorphic body as a form of punishment. Rakshasa are natural shapeshifters, able to blend into any crowd or high-society event, stalking potential targets for their hunger. They dress in fine regalia and often attend masquerades and banquets with little molestation. Their true form is far more monstrous – they are sinewy and part rotted, their muscle visible striated under the skin. Their head is that of a terrible lion or monkey with ragged jaws and their long claws bend backwards into reversed palms. They feed delicately, as their claws are perfect for tearing apart every little morsel of meat from the bone. Ghoul attendants tend to follow in their wake, serving at their beck and call, awaiting the end of the Rakshasa's meal and a chance to pick over their table scraps.

Rakshasa sup delicately, as they are naturally slow and methodical. They like to stretch out their meals, as they believe terror makes the blood richer in piquancy. They only need to feed every few decades or so, and do not marry or sire offspring. Their only true companions are Ghouls; former victims fed the flesh of their loved ones by the Rakshasa, turned to the allure of darkness. Though Rakshasa seem powerful, they do harbor several weaknesses. They cannot enter a home unless invited into it, though they can enter common houses easily and they curse anything holy. It is still notoriously difficult to kill one: they possess a True Name, one that must be uttered upon their death to prevent them from rising again at the next new moon. There are rumors that blessed crossbow bolts can kill one, but the fate of numerous Slayers has put such rumblings to rest. Their real weakness is brass, as it burns their skin upon touch. Ironically, the Rakshasa's mortal weapon of choice is a brass dagger, though it is sheathed until absolutely necessary.

RAKSHASA

SIZE: Normal

C	B	A	P	I	W	F
45% [6]	40% [6]	45% [7]	50% [8]	40% [4]	35% [5]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+11	13/16 fly	6 (12/18/24)	8 (14/20/26)	75%	85% (Natural)	Advanced (High)

Awareness +30, Charm +20, Coordination +30, Eavesdrop +30, Guile +30, Interrogation +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +30

ATTACK PROFILE

Teeth & Claws: 75% • Distance (melee engaged) • Damage (6) • Slow, Vicious, Weak

Brass Dagger: 75% • Distance (melee engaged) • Damage (6) • Fast, Vicious, Weak

TRAITS

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

DISEASE-RIDDEN (Tomb Rot): When these creatures reduce a foe to Seriously Wounded, the foe's wounds are Infected. When they reduce a foe to Grievously Wounded, the foe contracts the Disease indicated in parentheses.

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

PAW/HOOF/WING: These creatures' movement uses 6+[AB] on foot and 9+[AB] for flight. Fliers are indicated under Movement.

POISONOUS BITE: When these creatures deal Damage, roll 1D6 Chaos Die. If the result is face '6', they inject Spider Venom into their foe.

POISON RESISTANCE: These creatures are immune to poisons.

REANIMATOR: When this creature's Turn begins, they move one step up the Damage Condition Track positively. Other Traits cover how these creatures are permanently Slain!.

SCAR THE FLESH: These creatures add +3 to their Damage Threshold, but wear no armor.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).

TRUE NAME: Unless foes invoke this creature's True Name before casting Magick, it fails to affect the creature.

WEAKNESS TO BRASS: These creatures cannot be permanently Slain! unless a killing blow is rendered with a weapon made of brass or bronze.

TRAPPINGS

Brass dagger

SUCCUBUS

VAMPIRE

Vampires are lustful creatures, full of primordial mating urges and hypnotic body movements. This is not true for every breed of Vampire, but is more than adequate in describing the Succubus.

Succubus (or the male *incubus*) are drawn to victims in dreams – particularly those who are lustful, wanton and lecherous. Their victims will have recurring dreams of a comely man or maiden, one that tempts them and calls their name. Nocturnal emissions are often the result of such dreams. However, in actuality, the damned spirit of the Succubi is feeding on these visions to construct the perfect persona for their target. A Succubus will always latch onto a certain person, taking on the aspects of what that mortal sees as an ideal mate. Eventually, they will emerge from dreams into reality, taking upon a form pleasing to the victim. They then spend months draining them of riches, causing mental abuse while seemingly making up for it with spectacular bouts of intercourse. However, once their victim has outlived their worth, they shift into their true form – a horrifyingly mirror image of the victim, with grotesquely-throbbing pudenda and hemorrhaging teats.

The Succubi will then drain the remaining life-force from their victim, leaving them a withered husk after their hunger has been sated. They will then move on to another victim, haunting dreams once more. If their victims ever do live long enough to give birth, the resulting spawn are known as *cambion*; beings that eventually devolve into demonic Imps after they grow into maturity. Succubus may be deceiving and tempting, but rely most upon their wiles rather than physical prowess. That is not to say they are not dangerous, just simply less lethal in a fight than any other of the other accursed Vampiric brood.

SUCCUBUS — SIZE: Normal

C	B	A	P	I	W	F
40% [4]	45% [9]	40% [9]	35% [3]	40% [4]	55% [9]	50% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+6	12	9 (15/21/27)	12 (18/24/30)	None	60% (Natural)	Advanced (Medium)

Awareness +10, Charm +30, Coordination +20, Eavesdrop +20, Education +30, Folklore +30, Guile +30, Interrogation +10, Rumor +30, Scrutinize +30, Simple Melee +20, Stealth +20

ATTACK PROFILE

Stunted Claws: 60% • Distance (melee engaged) • Damage (9) • Slow, Vicious, Weak

TRAITS

AMBUSH TACTICS: These creatures roll 2D10 to determine Initiative.

BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.

BRUTE STRENGTH: These creatures refer to [BB] for Damage with melee weapons and ones with the Throwing Quality. They also have factored in +3 to their [BB]. Finally, they can inflict Injuries with Pummeling weapons.

CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

ENTRANCING: When this creature uses a Transfixed Gaze, they can use other Actions while they maintain its Mesmerizing effect. In addition, foes suffer 1 Corruption and 2D10+2 mental Peril on each of their Turns while they remain Mesmerized.

FAST ON THEIR FEET: These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

RIPPING TEETH: When these creatures deal Damage, they can force a foe to Resist a Takedown.

TRANSFIXED GAZE: When these creatures can see a foe (who can also see them), they force a foe to Resist with a Resolve Test or be Mesmerized. Mesmerized foes cannot use any Actions In Combat, but may attempt to Resist again at the beginning of their Turn to escape. The creature cannot use any other Actions while they maintain a Transfixed Gaze. However, they can release the gaze at any time. If the creature suffers Damage while a foe is Mesmerized, they immediately relinquish the hold. Foes who attempt to Resist must flip the results to fail their Skill Test.

SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).

UNLATCH DOORS: These creatures can automatically unfasten any lock they can see or touch, Magickal or otherwise.
VAMPIRE'S CURSE: These creatures cannot cross running water, unless by bridge or boat. When exposed to sunlight, they suffer 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire. When Slain!, they turn into mist and immediately return to their resting place to sleep. For every hour they sleep, they move one step up the Damage Condition Track positively. Once Unharmed, all Injuries are healed as well. However, while asleep, they can be permanently Slain! if an ironwood stake is driven through their heart and the head is removed.
WANTON HUNGER: When these creatures are encountered, roll 1D6 Chaos Die. If the result is face '1-5', their hunger has been sated. If the result is face '6', their hunger has not yet been sated and they are in a state of frenzy. When sated, they add +1 to both Damage and Peril Condition Tracks. When in a state of frenzy, they add an additional 1D6 Fury Die to Damage.

TRAPPINGS
Fashionable clothing

VAMPIRIC TEMPLAR
VAMPIRE

Most Vampires are individualists, disregarding others of their kind and surviving alone in their cursed existence. One Vampiric bloodline, however, usurps this expectation and those are the Vampiric Templars.

The Templars were once the most feared group of Grail Knights – reputedly the greatest in the land – until they were all struck down in a single night by the powerful Nosferatu they were hunting. They arose from a bloody haze, victims of the Vampires they so hated, instilled with fury. A curse now ran through their veins, altering their minds. Though they still despised all Vampire kind, they became obsessed with becoming the perfect warriors. Wandering the land to master the martial ways, their contempt for humanity drove them deeper into the exsanguinous ways of the Vampire. Driven by hunger, at first, they drank only from victims they spitted on their swords. However, as their dark gifts continued to evolve, they became less Human and more... **divine**. Their hunger became greater. And as they drank, so grew their martial prowess. Thus, their descent was complete, becoming the very thing they so hated.

Vampiric Templars appear just as they did in their mortal life, often as strong and well-disciplined soldiers. However, beneath the clatter of armor they are monstrously tall, well-muscled with dark blood coursing through varicose veins with jackal-like countenances. They slurp up the blood they spill from their defeated goes with long serpentine tongues and often maim their victims to sate their hunger. Those who live to tell the tale eventually arise as Tenebrae, angry spectral beings that are just as violent as their sire. There is a terrible pecking order among their kind as well. Vampiric Templars who exhibit the most monstrous of physical attributes are worshipped, as bitter rivalries can erupt between those who evolve faster than others. Surprisingly, despite their nature, Vampiric Templars can be reasoned with. Their word is generally considered unbreakable, as long as one takes proper precautions and distances themselves from the Templar once the deal is done.

VAMPIRIC TEMPLAR — SIZE: Normal

C	B	A	P	I	W	F
50% [7]	45% [6]	45% [11]	40% [4]	35% [3]	40% [7]	40% [4]

Int	Mov	DTh	PTh	Par	Dod	RFa
+7	14	12 (18/24/30)	10 (16/22/28)	90% (Defensive)	None	Advanced (High)

Athletics +20, Awareness +20, Coordination +20, Education +20, Guile +30, Interrogation +20, Intimidate +30, Martial Melee +30, Ride +30, Rumor +20, Scrutinize +10, Simple Melee +20, Toughness +30

ATTACK PROFILE
Heartseeker Sword: 80% • Distance (melee engaged) • Damage (11) • Fast, Finesse, Vicious
Vampiric Claws: 70% • Distance (melee engaged) • Damage (6) • Pummeling, Slow, Weak

TRAITS
BLOODLUST: Every time these creatures inflict an Injury, they move one step up the Damage Condition Track positively.
CRIPPLING CONSTRICTOR: When these creatures maintain a Chokehold, they deal Damage as if they were

using a bare-handed weapon.

DARK SENSE: These creatures can see in the dark.

HANGIN' TOUGH: These creatures cannot Bleed or suffer Injuries.

HARD-NOSED: These creatures are immune to Knockout! and Stunning Blow.

HOLY RETRIBUTION: When struck by holy water, they suffer 2D10+2 Damage from fire.

MASTERFULLY ADROIT: These creatures refer to their [AB] for all Damage they inflict with weapons. They also have factored in +3 to their [AB].

MENACING: When these creatures use a Litany of Hatred, they inflict 1D10+[BB] mental Peril.

SNIKT! SNIKT!: These creatures may spend 3 APs to attack twice with melee weapons.

SANITY-BLASTING: When first encountered, these creatures provoke one of the three brands of Madness: if of Basic Risk Factor, they provoke Stress; if of Intermediate Risk Factor, they provoke Fear; if of Advanced or Elite Risk Factor, they provoke Terror.

SHAPESHIFTER: These creatures may take any form they please, providing it is of a Small or Large Animal or Humanoid (including player Ancestries).

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

VAMPIRE'S CURSE: These creatures cannot cross running water, unless by bridge or boat. When exposed to sunlight, they suffer 2D10+2 Damage from fire for every minute they remain exposed. Instead of suffering Injuries in this case, they instead are caught On Fire. When Slain!, they turn into mist and immediately return to their resting place to sleep. For every hour they sleep, they move one step up the Damage Condition Track positively. Once Unharmed, all Injuries are healed as well. However, while asleep, they can be permanently Slain! if an ironwood stake is driven through their heart and the head is removed.

TRAPPINGS

Full plate armor, Heartseeker sword, Metal shield, Wilderness cloak, Witchhunter's coat & mantle, Witchhunter's hat

CUSTOM CREATURES

While the bestiary is fairly comprehensive, the following outlines three specific, yet distinct different lines of customization: first, reducing creatures' capabilities to become minion-like Underlings, scaling creatures up into Bosses and enhancing them to become Magicians.

UNDERLINGS

By using Underlings, you can downgrade any creature from the bestiary to significantly reduce the threat a creature poses. For encounter building purposes, Underlings drop down to the lowest Notch within their Risk Factor. This means that a creature with an Intermediate (High) RFa would then become an Intermediate (Low) RFa. You have the freedom to change any creature you feel best appropriate into an Underling. To do so, refer to these three simple changes to their tactical behavior:

- Underlings do not bank APs, nor can they use Reactions
  Underlings cannot use Misfortune Points to change the outcome of their actions
- Underlings are instantly Slain! when they are made to Bleed or suffer any sort of Injury

On top of this, Underlings may be more likely to fail Resolve Tests when faced with overwhelming odds and take flight in the face of danger. Underlings, in these instances, may have a leader they rely on for guidance. However, this leader should never abide by the Underling Rules.

Finally, it is **not** recommended that you use these rules for creatures of the Advanced or Elite Risk Factor. They are specifically designed to be terrifying, and nothing destroys the verisimilitude of a grim & perilous game faster than having a Lower Demon immediately fall to the single blast of a blunderbus.

BOSSES

For encounter building purposes, Bosses move up to the highest Notch within their Risk Factor. This means that a creature with an Advanced (Low) Risk Factor would then become an Advanced (High) Risk Factor. If it is already of the highest Notch in its Risk Factor, no other changes are needed. Note that an Elite Risk Factor creature cannot be turned into a Boss, as it is considered to be a 'boss' already.

Using the bestiary, we'll convert a High Orx into an **Orx Bigboss**, which already is of a Basic (High) Risk Factor.

PRIMARY ATTRIBUTES

All foes in the bestiary were created using a unified math. However, you should feel empowered to change their Primary Attributes as you like, while taking under consideration the delicate balance that's been instilled in their creation. If the creature is of a Basic Risk Factor, change any one Primary Attribute to '50%', If of an Intermediate Risk Factor, change any two Primary Attributes to '50%'. If of an Advanced Risk Factor, change any three Primary Attributes to '50%'. While you may wish to use this to adjust their lowest Primary Attribute, it can make sense to buff up their Combat, Brawn or Willpower to further augment their fighting capabilities. Be sure to reevaluate the Primary Attribute Bonuses assigned to the creature. Should any Traits influence the Primary Attribute Bonus, you'll need to make sure to take this into consideration while redesigning the foe.

Using the Orx Bigboss example, we'll change its Combat value to '50%'. This also means [CB] will move from a '4' to '5':

ORX BIGBOSS **SIZE:** Normal

C	B	A	P	I	W	F
50% [5]	50% [7]	40% [4]	45% [5]	35% [3]	40% [5]	40% [4]

PRIMARY ATTRIBUTE BONUSES

At this point, you'll change a creature's Primary Attribute Bonuses. If the creature is of a Basic Risk Factor, add +1 Bonus to all Primary Attributes. If of an Intermediate Risk Factor, add +2 total Bonuses to all Primary Attributes. If of an Advanced Risk Factor, add +3 total Bonuses to all Primary Attributes. However, a Primary Attribute shouldn't possess more than 10 total Bonuses if of Basic Risk Factor, 12 total Bonuses if of Intermediate Risk Factor or 14 total Bonuses if of Advanced Risk Factor.

For our example, the Orx Bigboss will adjust all its Bonuses by +1:

ORX BIGBOSS **SIZE:** Normal

C	B	A	P	I	W	F
50% [6]	50% [8]	40% [5]	45% [6]	35% [4]	40% [6]	40% [5]

SKILL RANKS

To continue conversion, you will add Skill Ranks to the creature's Primary Attribute profile. If the creature is of a Basic Risk Factor, add 3 Skill Ranks. If of an Intermediate Risk Factor, add 6 Skill Ranks. If of an Advanced Risk Factor, add 9 Skill Ranks. You can either assign these Skill Ranks to Skills the creature already possesses or place Skill Ranks in those it didn't previously have. However, a creature can never

have more than one Skill Rank in any one Skill at Basic Risk Factor, two Skill Ranks in any one Skill at Intermediate Risk Factor or more than three Skill Ranks in any one Skill at Advanced Risk Factor.

Using our example, the Orx Bigboss will gain one Skill Rank in Coordination, Leadership and Martial Melee:

ORX BIGBOSS **SIZE:** Normal

C	B	A	P	I	W	F
50% [6]	50% [8]	40% [5]	45% [6]	35% [4]	40% [6]	40% [5]

Athletics +10, Coordination +10, Intimidate +10, Leadership +10, Martial Melee +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

SECONDARY ATTRIBUTES & ATTACK PROFILE

Depending on the changes you made before, the creature's Secondary Attributes and Attack Profile may need to be adjusted.

Using our Orx Bigboss example, here's how it would look:

ORX BIGBOSS **SIZE:** Normal

C	B	A	P	I	W	F
50% [6]	50% [8]	40% [5]	45% [6]	35% [4]	40% [6]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	8	11 (17/23/29)	9 (15/21/27)	60%	50%	Basic (High)

Athletics +10, Coordination +10, Intimidate +10, Leadership +10, Martial Melee +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

ATTACK PROFILE

Rusted Chains: 60% • Distance (melee engaged or 1 yard) • Damage (8) • Adaptable, Pummeling, Reach
Flanged Mace: 60% • Distance (melee engaged) • Damage (6) • Powerful

TRAITS

To enhance the creature's abilities, you can add new Traits. Choose ones that are thematically and mechanically appropriate. Traits can be drawn from any current Traits of creatures in the bestiary. If the creature is of a Basic Risk Factor, add one Trait. If of an Intermediate Risk Factor, add two Trait. If of an Advanced Risk Factor, add three Traits.

For our example, our Orx Bigboss will gain the Trait of *Pack Mentality*.

ORX BIGBOSS **SIZE:** Normal

C	B	A	P	I	W	F
50% [6]	50% [8]	40% [5]	45% [6]	35% [4]	40% [6]	40% [5]

Int	Mov	DTh	PTh	Par	Dod	RFa
+9	8	11 (17/23/29)	9 (15/21/27)	60%	50%	Basic (High)

Athletics +10, Coordination +10, Intimidate +10, Leadership +10, Martial Melee +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

ATTACK PROFILE

Rusted Chains: 60% • Distance (melee engaged or 1 yard) • Damage (8) • Adaptable, Pummeling, Reach
Flanged Mace: 60% • Distance (melee engaged) • Damage (6) • Powerful

TRAITS

DARK SENSE: These creatures can see in the dark.
ONE-TWO PUNCH: When these creatures Take Aim and then make a successful Melee Attack, they force a foe to Resist a Stunning Blow.
PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.
SHOOTFIGHTING: These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.
STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Finally, you may wish to replace the trappings the creature carries. Most creatures that are Animals, Beasts and otherwise don't carry equipment. However, most Abyssal nasties, along with Humanoids and Mutants carry a bevy of trappings about them. Feel free to equip them with a better suit of armor and weapon befitting their new stat block. Be sure to adjust their Secondary Attributes and Attack Profile following any replacement trappings. Once you replace a creature's trappings, you're now done.

In our example, our Orx Bigboss will carry a zweihänder with the Castle-forged Quality and wear munitions plate armor (losing the ability to Dodge in the process):

ORX BIGBOSS

SIZE: Normal

C	B	A	P	I	W	F
50% [6]	50% [8]	40% [5]	45% [6]	35% [4]	40% [6]	40% [5]

INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	8	11 (17/23/29)	9 (15/21/27)	60%	50%	Basic (High)

Athletics +10, Coordination +10, Intimidate +10, Leadership +10, Martial Melee +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

ATTACK PROFILE

Rusted Chains: 60% • Distance (melee engaged or 1 yard) • Damage (8) • Adaptable, Pummeling, Reach

Flanged Mace: 60% • Distance (melee engaged) • Damage (6) • Powerful

TRAITS

DARK SENSE: These creatures can see in the dark.

ONE-TWO PUNCH: When these creatures Take Aim and then make a successful Melee Attack, they force a foe to Resist a Stunning Blow.

PACK MENTALITY: When three or more of these creatures are alive during combat, they may flip the results to succeed at Skill Tests.

SHOOTFIGHTING: These creatures ignore the Pummeling and Weak Qualities when fighting bare-handed, with a blackjack or using knuckledusters. In addition, they can refer to [BB] or [CB] when inflicting Damage with these same weapons.

STEELY FORTITUDE: These creatures always succeed at Resolve Tests and cannot be Intimidated.

TRAPPINGS

Flanged mace, Munitions plate armor, Zweihänder

MAGICIAN

Changing a creature from the bestiary to a Magician is a very simple process. If the creature is of Basic Risk Factor, it gains one Skill Rank in Incantation; if of Intermediate Risk Factor, it gains two Skill Ranks in Incantation; and if of Advanced Risk Factor, it gains three Skill Ranks in Incantation. In addition, swap any two of their Primary Attributes, so that Willpower is favored over all.

CHAOS MANIFESTATIONS: Magician's spells are treated as Arcane Magicks, even if they contain Divine Magicks spells: meaning, they all potentially cause Chaos Manifestations and are subject to their effects. Similarly, Magicians effectively carry the same Drawback of Black Temperament as Necromancers and Warlocks. Magicians are likely to be afflicted with Malignancies when Characters encounter them.

The following represents a mere sampling of a Magician's spell sets, but our next supplement **MAIN GAUCHE** will go into greater detail of Daemonic-enhanced *Covenant Magick*. If you find that these spell sets are unsuitable for NPCs you're running, you can simply apply one of the many Arcana or Prayer sets from Expert Professions in **Chapter 4: Professions**:

MAGICIAN OF THE ANCIENT ONES

PETTY MAGICK: *Blinding Gaze* (Arcana of Luminescence), *Call Lightning* (Arcana of Astromancy), *Law of Order* (Arcana of Transmutation)

LESSER MAGICK: *Enchant Trapping* (Arcana of Transmutation), *Night's Secrets* (Arcana of Astromancy), *Radiant Shield* (Arcana of Luminescence)

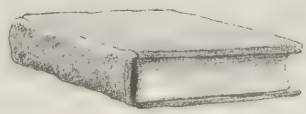
GREATER MAGICK: *Astral Bridge* (Arcana of Astromancy), *Pillar of Brilliance* (Arcana of Luminescence), *Unlock Secrets* (Arcana of Transmutation)

MAGICIAN OF THE BLACK LODGE

PETTY MAGICK: *Bargain Bin* (Prayers of the Nightfather), *Crown of Thorns* (Arcana of Elementalism), *Hare's Speed* (Prayers of the Demiurge)

LESSER MAGICK: *Flimflam* (Prayers of the Nightfather), *Spring's Bounty* (Arcana of Elementalism), *Suffocating Growth* (Prayers of the Demiurge)

GREATER MAGICK: *Earthen Strength* (Arcana of Elementalism), *Eyes Without a Face* (Prayers of the Nightfather), *Rage of the Primal Lord* (Prayers of the Demiurge)



MAGICIAN OF THE GILDED PHARAOH

PETTY MAGICK: *Beyond the Pale* (Prayers of the Custodian), *Sanguine Restoration* (Arcana of Necromancy), *Voice of the Legion* (Prayers of the Steward)

LESSER MAGICK: *Commander's Vision* (Prayers of the Steward), *Spectral Form* (Arcana of Necromancy), *The Invitation* (Prayers of the Custodian)

GREATER MAGICK: *Omen of Death* (Prayers of the Custodian), *Mask of Terror* (Prayers of the Steward), *The Final Surrender* (Arcana of Necromancy)

MAGICIAN OF THE OUTSIDER

PETTY MAGICK: *All-Seeing Eye* (Prayers of the Learner), *Inhuman Fury* (Arcana of Animism), *Unassailable Bulwark* (Prayers of the God-Emperor)

LESSER MAGICK: *Eye For An Eye* (Prayers of the Learner), *Lionheart* (Prayers of the God-Emperor), *Tongue of Beasts* (Arcana of Animism)

GREATER MAGICK: *Flames of Order* (Prayers of the God-Emperor), *The Beast Within* (Arcana of Animism), *Tooth For A Tooth* (Prayers of the Learner)

MAGICIAN OF THE THIRTEEN

PETTY MAGICK: *Basilisk's Spittle* (Arcana of Sorcery), *Primordial Tongue* (Prayers of the Demiurge), *Shadow Slip* (Arcana of Shadowmancy)

LESSER MAGICK: *Mark of Chaos* (Arcana of Sorcery), *Thunderclap* (Prayers of the Demiurge), *Two Selves* (Arcana of Shadowmancy)

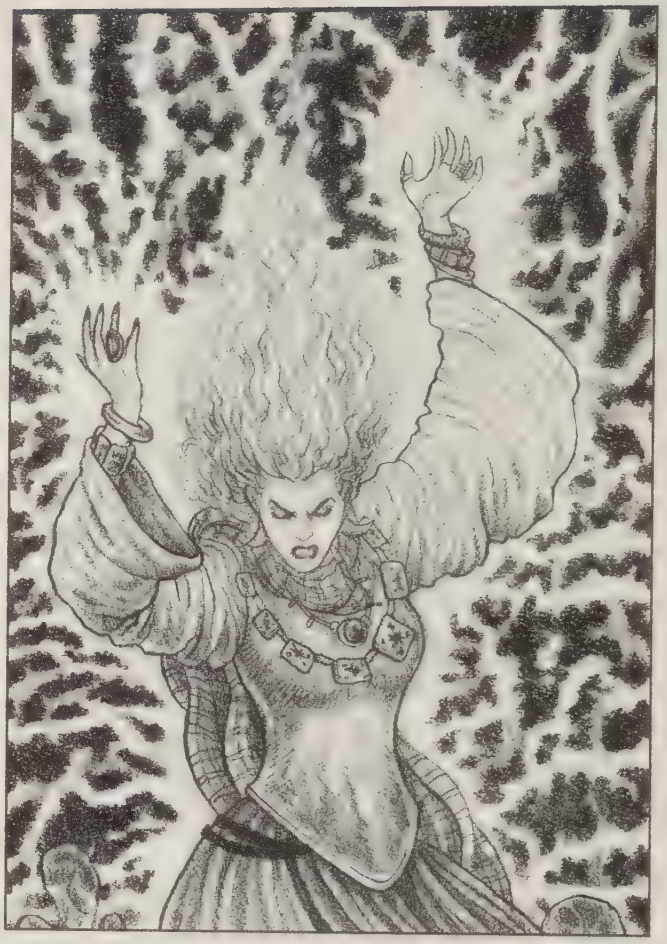
GREATER MAGICK: *Fury of the Wildlands* (Prayers of the Demiurge), *Grotesque Miasma* (Arcana of Sorcery), *Umbral Knives* (Arcana of Shadowmancy)

MAGICIAN OF THE TUSKED ONE

PETTY MAGICK: *Breath of the Æther* (Prayers of the Leviathan), *Shimmering Crown* (Arcana of Pyromancy), *Wolvenheart* (Prayers of the Winter King)

LESSER MAGICK: *Battle Rage* (Prayers of the Winter King), *Fireproof* (Arcana of Pyromancy), *Seasickness* (Prayers of the Leviathan)

GREATER MAGICK: *Dragon's Breath* (Arcana of Pyromancy), *Kraken's Curse* (Prayers of the Leviathan), *Roar of Winter* (Prayers of the Winter King)



MAGICIAN OF THE WITCH-QUEEN

PETTY MAGICK: *Frostbite* (Prayers of the Winter King), *Harvester of Souls* (Arcana of Morticism), *Spider's Fang* (Prayers of the Crouching One)

LESSER MAGICK: *Dearly Departed* (Arcana of Morticism), *Hand of the Murdered God* (Prayers of the Crouching One), *Wolfpack* (Prayers of the Winter King)

GREATER MAGICK: *Banish Undead* (Arcana of Morticism), *Ice Storm* (Prayers of the Winter King), *Murderous Demands* (Prayers of the Crouching One)

MAGICIAN OF THE ABYSSAL PRINCES

PETTY MAGICK: *Addle-Coved* (Arcana of Shadowmancy), *Bolt of Flame* (Arcana of Pyromancy), *Lay on Hands* (Prayers of the Martyr)

LESSER MAGICK: *Courage Under Fire* (Arcana of Pyromancy), *Martyrdom* (Prayers of the Martyr), *Mindwipe* (Arcana of Shadowmancy)

GREATER MAGICK: *Cataclysmic Inferno* (Arcana of Pyromancy), *Mass Hallucination* (Arcana of Shadowmancy), *Suppress Affliction* (Prayers of the Martyr)

LOOT & LUCRE

Plunder in **ZWEIHÄNDER** is not made of massive draconic hoards or piles of locked away Magickal relics, but rather small curios that can be sold to Antiquarians and Cheapjacks. A small brass ring or an amateur statue may seem worthless at first glance, but strangely there always seems to be a buyer for such trinkets. That said, the prices of these goods are quite variable – it's based on the condition of the item, who is selling it, where they are selling it, who is buying it, any history of the item and a myriad of other factors.

COIN PURSE CONTENTS

Robbing others of their coin purse is an inevitability in role-playing games. Here, you can refer to a rough amount of pocket change a NPC has about their person, judged by either their Social Class or Risk Factor. Roll the number of D6 Chaos Dice indicated below to determine how many coins they might have:

- **LOWBORN:** 1D10+1 brass pennies (bp)
- **BURGHER:** 1D10+1 silver shillings (ss), 2D10+2 brass pennies (bp)
- **ARISTOCRAT:** 1D10+1 gold crowns (gc), 2D10+2 silver shillings (ss), 3D10+3 brass pennies (bp)

SMALL TREASURES

The smallest and most personal of treasures come in three particular varieties. The first are **baubles**, which are small tokens or bits carried for personal use. Next are ***objets d'art***, representing artistic paintings, statues and scripts. Finally, there are **heirlooms**, which are more legitimate treasures that are often quite important and of value to a single owner. Treasures are always kept close and if not, under lock and key. Naturally, carrying all of these treasures around may be an impossibility, but the Characters should have an opportunity to track down hidden riches using intimidation, interrogation or worse. That being said, it would be exceedingly rare to find small treasures being openly carried by folks. Most are stuffed away in a chest, adorn the shelves of their dwelling or may be affixed into display boxes.

DISTRIBUTION: When determining random small treasures, consult either the Social Class or Risk Factor of the treasure's owner. For those of the Lowborn Social Class or of the Basic Risk Factor, they may have 3 baubles to their name. For those of the Burgher Social Class or of the Intermediate Risk Factor, they may have 6 baubles and 3 *objets d'art*. Finally, for those of the Aristocrat Social Class or of the Advanced Risk Factor, they may have 9 baubles, 6 *objets d'art* and 3 heirlooms.

Baubles are worth 3D10+3 brass pennies (bp), *objets d'art* are valued at 2D10+2 silver shillings (ss) and heirlooms come in at 1D10+1 gold crowns (gc).

D100	BAUBLE
1	A moth-eaten flag scrap from a venerable noble house
2	A rusting ring of keys, most notably one that is centuries-old and engraved with a motif of hourglasses and skeletons
3	A ship manifest detailing a long-lost shipment of goods
4	A scratched silver earring with a diamond inset
5	A decaying leather pouch with rat skulls sewn into it, containing a few dead flies
6	A water-warped copy of a local almanac, revised with smeared personal notes and changes
7	A pewter charm in the shape of a warhammer, strung from a leather cord necklace
8	A sticky bath token for a nearby coaching inn
9	A gnarled bit of driftwood carved into a child's face
10	A filthy loincloth sized for an Ogre
11	A Human skull at the end of a three foot iron chain.
12	A whetstone in a leather pouch
13	A pouch of fine tobacco
14	An odd pewter coin
15	A love letter penned on a piece of folded parchment
16	A bag of mixed animal teeth
17	A pewter belt buckle etched with the image of a river boat's crew battling a giant octopus
18	A pocket full of dung
19	An oaken calling-whistle inscribed with a design of the sun.
20	An oaken stick topped with a Human skull with the number "3" etched in its forehead
21	A bit of bone on which is engraved a star.
22	A bar of grey, greasy soap made of frog fat.
23	A half-pound tin stamped with an odd symbol, full of stale tea leaves from a far away land
24	A set of fortune-telling runes made of stone
25	A string of spent silver bullets, drilled through the center, strung on a hempen cord bracelet
26	A meat pie
27	A scroll case holding a blood-stained chart of Human anatomy, with hand-written notes
28	A pewter cooking pot
29	A strip of brittle parchment inscribed with ancient runes
30	A blood-smeared bag containing a freshly severed toe
31	A phial of blue fluid, likely a sure-fire cure
32	A horned helmet on which is engraved a tree
33	A book entitled "Duties of Bailiffs & Reeves", describing standard approaches to judicial matters
34	An exotic stuffed bird
35	A yellowing Human leg-bone etched with the initials U.V.E
36	A fire-blackened astrologer's map
37	A crude cedar wood bracelet stamped with blasphemous symbols and profane imagery
38	A white handkerchief
39	A large pot of green enamel
40	A coil of sausage links
41	A peat spade
42	A shiny silver eating plate engraved with a motif of leaves, berries and acorns
43	A kettle
44	A rusted animal trap
45	A hardwood abacus with dry beans for beads
46	A 12-gallon cask of cooking oil
47	A few sheets of dry parchment that will likely turn to dust if touched
48	A braided leather headband
49	A linen smock
50	A jug of pickled oysters

D100	BAUBLE
51	A dull shaving razor
52	An eye mask like that worn by a highway robber
53	A tallow prayer candle embossed with a night-bat
54	A fistful of dried seal meat
55	A waxed bag containing 2 beheaded, gutted and plucked geese
56	A gown
57	A wooden tambourine engraved with images of gryph ons
58	A massive book entitled "Vulgar Jokes for Children"
59	A tiny chess board
60	An empty bag, worn thin and floppy from years of use
61	A pigskin pouch containing a handful of damp gunpowder
62	A wire-frame crystal monocle with a cracked lens
63	An enormous hat
64	A scout's calling-horn
65	A Human skull with the word "murderer" engraved into the forehead
66	A quartz shard on a leather cord
67	An oaken bowl caked with old food
68	A leather purse
69	A pocket full of ash
70	A huge iron key
71	A telescope marked with the image of a mermaid
72	A pouch of herbs
73	A flame-blackened piece of vellum on which is written a caravan's cargo manifest
74	A pigskin flask of whale oil
75	A jar of dark mustard
76	A small box of smoking leaf
77	A bedroll that stinks of body odor
78	A small tin of stinking ointment
79	A pinewood comb
80	An iron crow-bar
81	A string of garlic cloves
82	A bag full of crushed egg shells
83	A decaying cat
84	A pot of beeswax
85	A copper amulet shaped like a bear's head
86	A blood-stained blanket
87	A crude slingshot with a pocket full of stones
88	A blood-flecked skinning knife
89	A set of seer's runes made of stone
90	A bracelet made of a string of spent bullets
91	A small, empty metal tin richly engraved with a motif of suns and stars
92	A greased rawhide bag containing fish entrails
93	A red candle
94	A fine silver ring in the shape of interlocking leaves
95	A mud-caked garden rake
96	A rawhide bag of Human teeth
97	Identifying papers
98	A pair of shears
99	A hacksaw
100	A tarnished silver bell

D100	OBJETS D'ART
1	A 5-by-60-foot bolt of raw canvas
2	A bleached Human jawbone with golden teeth
3	A blessed censer emblazoned with a spider
4	A wood carving depicting a relationship ending
5	A carving of a thief.
6	A copper sculpture depicting an ancient Nephilim
7	A a copper sculpture depicting a hyena feeding on a human.
8	A drawing of a fetid pond containing a dead body.
9	An elm sculpture of a swift and a hummingbird.
10	A etching depicting Grendel enslaving humans
11	A fresco depicting a pirate fleet.
12	A lead sculpture depicting a failure involving an inventor.
13	A red pine statue of a barbarian and a Goblin.
14	A redwood statue depicting an act of cruelty involving a warrior in demonic armor.
15	A watercolor depicting a reunion involving a Dwarf and a human
16	A wooden statue depicting an assassin in wait.
17	A bone sculpture of a short, wiry father.
18	A clay statue that looks as if it was about to come to life
19	A fresco of a trade caravan
20	A large rowan sculpture of the dead rising from the grave
21	A large silver sculpture of a dragon
22	A large sketch depicting a competition involving a stocky, incredibly attractive prince with blue eyes and a hat. The predominant colors are dark green and dark red.
23	A medium-sized black pine sculpture of an emerald.
24	A medium-sized drawing of a prestige college of Magick.
25	An engraving depicting a wandering priest.
26	A medium-sized engraving of the short, stocky brother of a famous queen.
27	A medium-sized mosaic of a hunter stalking a Chimaera.
28	A medium-sized painting of a burnt stable.
29	A medium-sized pastel painting depicting an town succumbing to illness.
30	A medium-sized pastel painting of a wedding.
31	A medium-sized teak sculpture of a duck.
32	A medium-sized wall painting of a torn standard on a hill.
33	A minuscule pinewood statue of a local deity
34	A rather small brass statue of a local lord.
35	A rather small copper sculpture depicting a secret involving the a dead god.
36	A rather small drawing depicting a period of typhoon
37	A rather small engraving depicting a ghost haunting a child
38	A rather small engraving of a vulture on a hill, feeding upon a Human skull.
39	A rather small etching depicting an act of cruelty involving Orx
40	A rather small fresco of a horse.
41	A rather small marble sculpture depicting an arena fight
42	A rather small painting depicting a fall involving a servant girl and a waterfall near a fountain. The predominant colors are bronze and vibrant yellow. The frame is made of brass.
43	A rather small painting of a viper in the grass
44	A rather small red pine sculpture of a unicorn
45	A rather small redwood statue of a komodo drake
46	A rather small sketch depicting a steamy scene of romance
47	A rather small steel sculpture depicting a Dwarven stronghold
48	A rather small watercolor depicting an escape from the Abyss
49	A richly decorated black tabard
50	A richly-engraved lead case containing several paintbrushes, pots of prepared watercolor paints, empty cups, sponges and sheets of thick rag paper

D100	OBJETS D'ART
51	A small bone statue depicting a warrior's last moments
52	A small bone statue depicting a scholar's work
53	A small bronze sculpture depicting an act of torture.
54	A small carving depicting a meeting between two foreigners
55	A small drawing of a chalice.
56	A small drawing of a recurved bow.
57	A small engraving of a flower and a hornet
58	A small engraving of an abandoned tower
59	A small etching depicting a court scene
60	A small etching depicting an ancient map of the world
61	A small etching of a gryphon near a fountain.
62	A small etching of a turtle.
63	A small glass statue depicting a god
64	A small glazed vase painted with a religious scene
65	A small lead statue of a slave.
66	A small mahogany sculpture of a an animal
67	A small mahogany statue of a wyvern.
68	A small metal statue of a gamekeeper and his panther ally
69	A small oil painting depicting a battlefield in the midst of conflict
70	A small oil painting depicting a temple that has fallen to disrepair.
71	A small oil painting depicting a meeting between a concubine and a noble.
72	A small painting depicting a jousting competition
73	A small painting of a key with a false back
74	A small painting of a mountain, from which Goblins are descending.
75	A small painting of a family, most likely a portrait
76	A small pastel painting of a family dog
77	A small redwood sculpture of a proud sailing ship.
78	A small sketch depicting a gamble gone wrong.
79	A small teak sculpture of a wolf
80	A small watercolor painting of a landscape of rolling hills and twisting blue rivers
81	A small wooden sculpture depicting a romance involving a Halfling and an Ogre.
82	A somewhat large drawing of a military regiment, posing in front of the enemy's battle standard
83	A somewhat large engraving of a murder scene.
84	A somewhat large ironwood statue of an long-lost god.
85	A somewhat large painting depicting a journey home of an injured adventuring party.
86	A somewhat large painting of a regal castle.
87	A somewhat large tapestry of a familial seal.
88	A tiny but well-executed watercolor painting of a grand cathedral
89	A very large wall painting of a holy symbol
90	A very large wall painting of a hawk eating a mouse.
91	A very small drawing depicting a Defiler's kingdom.
92	A very small drawing of a tiger.
93	A very small engraving of a mountain range at dawn.
94	A very small gold statue of a corpse.
95	A very small mahogany sculpture of a Water Panther.
96	A very small painting depicting a wandering musician.
97	A very small painting of a charm.
98	A very small pastel painting of a flowered field.
99	A very small wooden statue of a goblet. It was done in an archaic style.
100	An oil painting depicting a farmer and a prized goat

D100 HEIRLOOMS

1	A few bottles of sherry from a foreign vineyard
2	Buckled leather boots with wide cuffs beautifully embroidered in a maze pattern
3	A driftwood mourner's flute engraved with a design of an hourglass
4	A small box with the image of a cannon engraved on the lid. Inside, set in velvet, are several sticks of sealing wax and a gold signet ring
5	A fine pair of gloves decorated with the stylized image of a bear's head
6	A barber surgeon's leather-bound book entitled "Chirurgery", with scabs stuck to the inside
7	An officer's broken sabre engraved with a city seal, with a fine leather scabbard
8	A walking stick carved with a demonic phallic symbol of ivory
9	A minuscule pewter box holding the mummified finger of a witch hunter
10	A lead brooch in the shape of a rose
11	A pair of silver-rim crystal spectacles with their own leather case
12	A broken sword of foreign design with a sapphire-encrusted sheath.
13	A pigskin case containing a rusty serrated knife, tooth pliers, spiked tongs and branding irons
14	An earring made of pewter with a ruby inset
15	A jug stamped with blasphemous symbols and profane imagery
16	A war-beaten rod engraved with a sacred oath to serve an emperor
17	Empty wine bottles dressed in silver filigree
18	A fine white cape, the border of which has been decorated with a motif of hourglasses and skeletons
19	A floppy hat embroidered around the border with a motif of spirals and loops
20	A large gold-encrusted urn containing the ashes of a exorcist
21	A candelabra with a Human skull at its center
22	A leather case of butcher's knives and sharpening files
23	A set of pewter money scales
24	A candle-seller's ivory staff with a dozen tallows dangling off the crossbar
25	A pair of silver-rim crystal spectacles with very thick lenses
26	A horse's saddle and saddlebags made of red, scaly leather
27	A large backpack stitched from foreign leathers
28	A pair of richly engraved plate gauntlets with a blessed ribbon wax sealed to one of them
29	A battle-ravaged leather skullcap stamped with the image of a laurel wreath
30	A leather greatcoat, the borders of which have been decorated with a motif of leaves, berries and acorns
31	An ash wood smoking pipe on which is engraved a flame
32	A deer hide case holding facial cleanser, various colored powders, sponges and a wad of cotton
33	A ferryman's solid toll-box with an iron lock
34	A Human skull with the word "heretic" inscribed into its forehead, wrapped in parchment scrolls
35	A storm lantern fashioned into a crowned skull
36	A saltwater-corroded foil engraved with the maker's mark
37	A mummified cat
38	A talisman of the symbol of the eight winds of magic
39	A red leather quiver embossed with an image of an eagle in flight, containing 10 crossbow bolts

D100 HEIRLOOMS

40	A blunderbuss-cleaning kit containing muzzle rods, linseed oil, chamois, fuses, flints and spare parts
41	The top half of a cloven warhammer
42	A coachman's signal-horn of ivory and brass
43	A telescope with a wooden tripod
44	A map of the local area written upon skin
45	An ancient broken mace with a pommel in the shape of an eagle's head
46	A blood-smeared sheet of parchment on which is penned a deed of ownership for a house
47	A polished steel hand-mirror
48	A scratched and broken monocle rimmed in pure platinum
49	A sword rack with mounts for three and weapons, easily fitted to or leaned against a wall as a decorative and easily-accessed display of one's arsenal.
50	A life-size steel skull
51	A ceremonial but rusted burial sword with a hand guard in the shape of raven's wings and inlaid with bronze
52	A grey wool beret sewn with a badge
53	A leather bandoleer fitted with 2 small flasks of gunpowder
54	A torch-wand marked with the livery of a Pyromancer
55	A special weapons permit issued by a local town
56	A black shirt with a fashionably wide collar
57	Out-of-date identification papers
58	A blue velvet cape sized for a Halfling
59	A floppy hat embroidered around the brim with a motif of spirals and loops
60	A builder's box with a wooden handle. Inside are carpenter's tools including a hammer, mallet, plane, saw and iron nails
61	A pair of boots with buttoned-back cuffs
62	A richly decorated glazed pitcher marked with a seal
63	An enormous leather-bound book of recipes
64	A badly dented spear with a pommel in the shape of a dog's head
65	A gate-keeper's solid coin box inlaid with mother-of-pearl, with a robust iron lock. If shaken, a few coins can be heard clanging around inside
66	Red wool robes embroidered along the fringe with a motif of suns and stars
67	A fragile map of the heavens
68	A few gold crowns that, upon closer inspection, are probably counterfeit
69	An hourglass made of wood and colored glass
70	A ruined officer's pistol, with gothic crosses engraved into the grip and a motif of skulls carved along the length of the barrel
71	A ten pound wheel of mouse-nibbled blue cheese
72	A two hundred pound crate of charcoal
73	A few unremarkable small items
74	A black leather bag containing woodworkers' tools
75	A woolen bag containing stoneworkers' hammers and chisels
76	A rickety hardwood hand-cart
77	A small driftwood box lined with red velvet, into which is set a smoking pipe carved from a single piece of mother-of-pearl
78	A deer-hide cap

D100	HEIRLOOMS
79	A battle-scarred mortuary sword with prayer ribbons tied around the handle and guard
80	A bundle of black tallow prayer candles embossed with a twin-tailed comet, tied with a hempen cord
81	A rusted garden hoe
82	A warm, wolf-hide hooded cloak
83	An oilskin bag containing a large tent, cord, pitons and a mallet
84	A tiny beech wood box embossed with the image of a crescent moon, inside of a which is a strip of dried skin once belonging to a famous holy "saint"
85	A fine leather quiver embossed with an image of a spider, containing nine arrows
86	A few bars of soap, a toothbrush and dentifrice powder
87	An ancient bronze sword with a pommel in the shape of an eagle's head
88	A home-made dress and skirts
89	A richly decorated oaken coffin, thankfully empty

D100	HEIRLOOMS
90	A small oaken snuff box filled nearly to the lid
91	A 15-pound sack of starchy tubers, dried fruits and meats, half of which has rotted
92	A salt-eaten foil and scabbard emblazoned with a sacred oath
93	A spelunker's pewter visor and candles
94	A shiny brown leather jacket with the embossed stylized image of a tree
95	A rugged but ruined Dwarven-crafted axe of a distinctive geometric styling
96	A diamond-quilted pair of leather leggings decorated with a family crest
97	Weathered, muddy leather boots covered with forbidden symbols
98	A battered shield painted blue and yellow
99	A lead wand etched with runes
100	A soft bedroll of down, linen and soft leather

GEMSTONES

Additional plunder may be had as well in the form of gemstones and fineries. However, both are significantly rarer and personal in nature. Gemstones are kept close or sealed away in familial vaults, while fineries are worn as a symbol of affluence or favor of another. While there is certainly a proliferation of costume jewelry and false glass gems in the world, true gems from rare stones and jewelry of fine metals are hard to discern from the counterfeit. Few are surprised to find that the Aristocracy wears a lot of fake ornamentation to accommodate their false sense of superiority.

GEMSTONES

Gemstones are generally kept either under lock and key by intelligent creatures, stuffed deep in a crevasse or buried to hide them from would-be plunderers.

DISTRIBUTION: For those of the Lowborn Social Class or of the Basic Risk Factor, they may have 1D6-3 (to a minimum of 1) gemstones of a valuation worth no more than 1D10+1 gold crowns (gc) each. For those of the Burgher Social Class or of the Intermediate Risk Factor, they may have 2D6-6 (to a minimum of 1) gemstones of a valuation worth no more than 2D10+2 gold crowns (gc) each. Finally, for those of the Aristocrat Social Class or of the Advanced Risk Factor, they may have 3D6-9 (to a minimum of 1) gemstones of a valuation worth no more than 3D10+3 gold crowns (gc) each.

CUT VALUES: Gemstones are valued differently, depending on whether they are raw, uncut stones or cut stones. We've included only the uncut value, but multiply these values by three when determining their cut value.

GEMSTONE	UNCUT VALUE
Alexandrite	3D10+3gc
Amber	2D10+2gc
Amethyst	2D10+2gc
Aquamarine	3D10+3gc
Azurite	1D10+1gc
Banded agate	1D10+1gc
Black pearl	3D10+3gc
Bloodstone	1D10+1gc
Blue diamond	3D10+3gc
Blue quartz	1D10+1gc
Blue sapphire	3D10+3gc
Brown garnet	2D10+2gc
Brown spinel	2D10+2gc
Canary diamond	3D10+3gc
Carnelian	1D10+1gc
Chalcedony	1D10+1gc
Chrysoprase	1D10+1gc
Citrine	1D10+1gc
Clear quartz	1D10+1gc
Freshwater pearl	1D10+1gc
Golden pearl	2D10+2gc
Green spinel	2D10+2gc
Hematite	1D10+1gc
Iolite	1D10+1gc
Jacinth	3D10+3gc

GEMSTONE	UNCUT VALUE
Jasper	1D10+1gc
Jade	2D10+2gc
Lapis lazuli	1D10+1gc
Malachite	1D10+1gc
Moonstone	1D10+1gc
Moss agate	1D10+1gc
Obsidian	1D10+1gc
Onyx	1D10+1gc
Opal	3D10+3gc
Peridot	1D10+1gc
Red garnet	2D10+2gc
Red spinel	2D10+2gc
Rhodochrosite	1D10+1gc
Rose quartz	1D10+1gc
Emerald	3D10+3gc
Sardonyx	2D10+2gc
Star ruby	3D10+3gc
Tiger eye	1D10+1gc
Tourmaline	2D10+2gc
Turquoise	1D10+1gc
Violet garnet	3D10+3gc
White diamond	3D10+3gc
White pearl	2D10+2gc
Yellow corundum	3D10+3gc
Zircon	1D10+1gc

FINERIES

Fineries consist of jewelry of all types, from rings and bracelets to necklaces and broaches. Made from a variety of materials, they are commonly worn as a sign of affluence by society and their size makes them attractive enough to be stolen and fenced – sometimes even fenced back to their original owners! Many a heist has been plotted around theft of an aristocrat's exquisite ring, while the value of an armband given from a chief to their warriors is held in such esteem that they become immensely inspiring tokens of war.

DISTRIBUTION: For those of the Lowborn Social Class or of the Basic Risk Factor, they may have 1D6-1 (to a minimum of 1) brass fineries. For those of the Burgher Social Class or of the Intermediate Risk Factor, they may have 2D6-2 (to a minimum of 1) silver fineries. Finally, for those of the Aristocrat Social Class or of the Advanced Risk Factor, they may have 3D6-3 (to a minimum of 1) gold fineries.

The value of fineries is primarily determined by the Social Class who originally had them made. For instance, a brass ring owned by a Lowborn farmer is worth significantly less than a silver ring owned by a Burgher, while both are trumped by a gold ring made for an Aristocrat. When players record fineries in their inventories, be sure to tell them what Social Class the finery was originally befit for. In the case above, they'd list something along the lines of a *Lowborn's brass ring*, a *Burgher's silver ring* or an *Aristocrat's gold ring*.

FINERY	LOWBORN	BURGHER	ARISTOCRAT
Armband	3bp	3ss	3gc
Bracelet	1bp	1ss	1gc
Brooch	9bp	9ss	9gc
Earrings	3bp	3ss	3gc
Locket	12bp	12ss	12gc
Necklace	6bp	6ss	6gc
Ring	3bp	3ss	3gc

In all cases for fineries, however, you will need to randomly determine what Social Class they originally belonged to before they ended up in the creature's hoard. Refer to the following table:

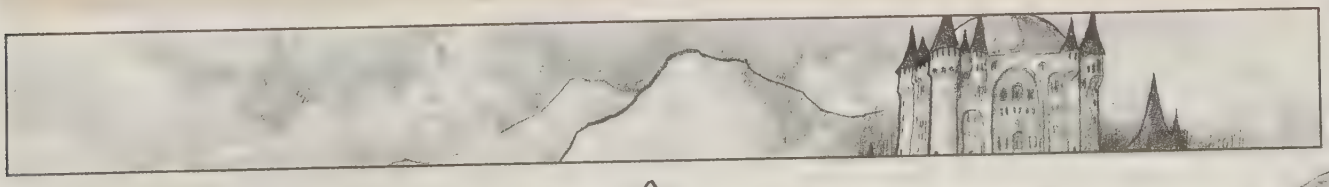
D100	SOCIAL CLASS
1 to 60	Lowborn (brass finery)
61 to 90	Burgher (silver finery)
91 to 100	Aristocrat (gold finery)

COMMODITIES

You may also wish to use commodities from **Chapter 7: Trappings** to distribute among treasure hoards.

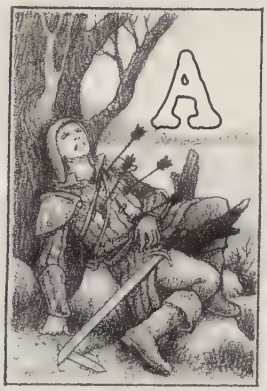
DISTRIBUTION: For those of the Lowborn Social Class or of the Basic Risk Factor, they may have 1D6 commodities. For those of the Burgher Social Class or of the Intermediate Risk Factor, they may have 2D6 commodities. Finally, for those of the Aristocrat Social Class or of the Advanced Risk Factor, they may have 3D6 commodities.

D100	COMMODITY	VALUE
1 to 2	Barrel of nut oil	1gc
3 to 4	Barrel of salt	2gc
5 to 6	Barrel of seed oil	7ss
7 to 8	Barrel of shellfish	18ss
9 to 10	Barrel of whale oil	5gc
11 to 12	Bolt of canvas	1gc
13 to 14	Bolt of hemp	6ss
15 to 16	Bolt of lace	2gc
17 to 18	Bolt of linen	3ss
19 to 20	Bolt of silk	3gc
21 to 22	Bolt of velvet	2gc
23 to 24	Bolt of wool	2ss
25 to 26	Crate of ceramics	2gc
27 to 28	Crate of charcoal	3ss
29 to 30	Crate of leather	4gc
31 to 32	Crate of lumber	2gc
33 to 34	Crate of metal ingots	3gc
35 to 36	Crate of parchment	7gc
37 to 38	Crate of religious icons	1gc
39 to 40	Crate of rugs	11gc
41 to 42	Crate of sheepskin	7gc
43 to 44	Crate of tools and utensils	6ss
45 to 46	Crate of vellum	2gc
47 to 48	Hide of a large critter	2gc
49 to 50	Hide of a large insect	5ss
51 to 52	Hide of a man-eater	12gc
53 5o 54	Hide of a small critter	7ss
55 to 56	Jar of caviar	8gc
57 to 58	Jar of cheese	8bp
59 to 60	Jar of chocolate	5ss
61 to 62	Jar of coffee	7ss
63 to 64	Jar of exotic meats	12ss
65 to 66	Jar of jam	4ss
67 to 68	Jar of oysters	2bp
69 to 70	Jar of rare spices	1gc
71 to 72	Jar of smoked meats	8bp
73 to 74	Jar of sugar	2ss
75 to 76	Jar of tea	3gc
77 to 78	Keg of common dye	8gc
79 to 80	Keg of rare dye	42gc
81 to 82	Sack of amber	7ss
83 to 84	Sack of ambergris	3gc
85 to 86	Sack of barley	2ss
87 to 88	Sack of barley flour	1ss
89 to 90	Sack of buckwheat	3ss
91 to 92	Sack of buckwheat flour	8bp
93 to 94	Sack of ivory	12gc
95 to 96	Sack of wheat flour	2ss
97 to 98	Vial of incense	3gc
99 to 100	Vial of myrrh	8gc



Vorberg
Old Hill Road

A BITTER HARVEST

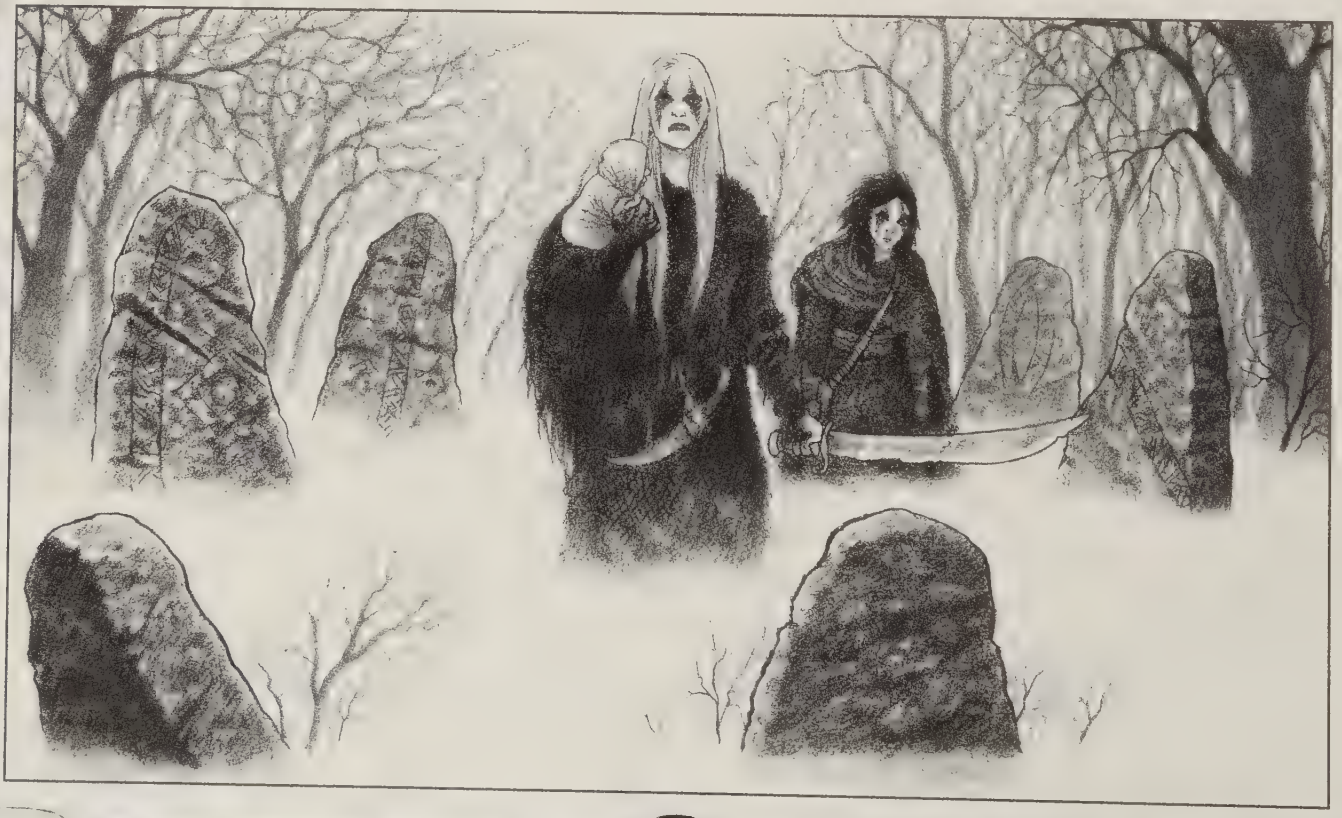


Bitter Harvest is a rural adventure you can run for players new to the system. It uses many of the tools you've learned about in **Chapter 11: Game Mastery**, including Chase Scenes, Combat Encounters, Social Intrigue and Wilderness Travel. It is meant to teach you how to use these tools during an adventure, while providing a structured adventure to better teach players how **ZWEIHÄNDER's** mechanics work. Although most of the adventure requires the players to follow the story arc, it encourages investigation and critical thinking upon their part to put together the mystery, with a shocking resolution requiring the players to decide the best course of action to bring the adventure to a close. Note that this adventure contains mature themes.

This adventure is designed for three to six Characters in the Basic Tier, although it can be changed for groups of other sizes or groups in the Intermediate Tier or Advanced Tier. It can be run independently or easily inserted into an existing campaign. This adventure isn't intended to be the origin story of how the adventurers met. Assume that this is one of their many adventures, as the Characters begin gameplay already knowing each other. The dynamics of their relationships will be determined as they play through this adventure, and hopefully many others.

The players will need to show initiative to get the most out of the adventure. The first part is somewhat linear, but with numerous role-playing opportunities during which the Characters can learn what is going on. What they discover during their investigations will then inform their decisions in the much more open second part. Completion of the adventure should roughly take three to five game sessions.

A group of Characters lacking Perception-based Skills will have a very difficult time during traveling sections of the adventure. Familiarity with Mutants and a caster with the Generalist Magick called *Wytchsight* would help, but are by no means necessary. Careful role-players can complete the adventure with only but one instance of combat. Characters with an overwhelming hatred of Mutants (for example, an uncontrollably deranged Slayer) will find themselves losing all their Fate Points in a full scale battle. While most Characters will have something to contribute, very urban-focused Characters or those within the Aristocratic Social Class may find it hard to contribute in substantive ways during rural events, but are perfectly suited for Social Intrigue events.



The adventure can take place in any hilly area in a town along the river, within a day's travel of a village on a major river where the local economy is relatively undisturbed. For purposes of this adventure, we've used the setting from the **Goth Moran Divided** campaign seed. It begins in the town of **Swanzi** and leads to the village of **Vorberg** a day away. The story begins in late autumn.

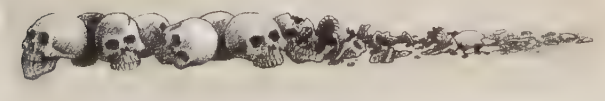
PLOT SYNOPSIS

Maximilian Steiger is a very big deal in the village of Vorberg, but he has a big secret. Twelve years ago, the village was threatened by a Orx WAAAR! Horde. The villagers hid their womenfolk and infants in a cave in the hills and settled in for a siege. One of their number, a young preacher named Wilhelm 'Harefoot' Treumann, was sent for a help to Swanzi, but returned with the rescuing army a day too late: although the Mutants had abandoned the siege, they had found the women and children and took them away as slaves. Learning of his flock's fate, Wilhelm became a broken man.

THE BALTIC CRUSADES

The idea for this adventure was inspired by a real event. The thirteenth-century Baltic Crusades were characterized by tit-for-tat raiding between German and Baltic Christians on the one hand and pagan tribes on the other. The summer of 1215 was especially bloody for the pagan Estonians. After suffering two attacks from Latvian Christians, an unexpected third army, 'caught' people coming out of the woods to the fields and villages for food. Burning some of them alive and slitting the throats of others, they inflicted various torments until the Estonians gave up all their money and led them to their hiding places in the woods and handed over the women and children into their power. But this did not soften the spirit of the Latvians... they spared no one, but killed everyone of the male sex, took the women and children captive "... and returned home happy with their plunder."

– The Chronicle of Henry of Livonia, c.19.3 –



The day before his return, the villagers (thinking he hadn't got through the Orx WAAAR! Horde) parleyed with the infamous Orx Bigboss named **One Eye**. In return for sparing the village, its leadership (unbeknownst to the rest) betrayed their womenfolk to the Mutants. The main instigator of this agreement was Maximilian; two of its victims were his wife Johanna and young daughter Katharina. The men involved in the parley, including Pastor Wilhelm's brother Heinrich Treumann and the innkeeper Horst Angeberin, swore each other to secrecy and gradually got on with life, re-marrying and raising the surviving male children, such as with Maximilian and Johanna's son, Waldmann. The village prospered under Maximilian's leadership, developing a thriving hemp industry.

Although the Mutants killed almost all of their slaves before long, Johanna survived and learnt from her new Orx Bigboss 'husband' One Eye how they had been captured (as well as, falsely, that her son Waldmann was dead). She had been brought up as an herbalist and also had shown a small amount of Magickal talent. Using a combination of her own cunning and a mind-influencing Magickal brew called **Mother Knows Best**, she brought One Eye and much of his WAAAR! Horde under her control until, with the help of her new-found allies, killed her Orx husband and took control of the Horde. Many of the Mutants have since been killed in various engagements, but she has now led the remnants back towards the village, set up base in a hidden cave below the Horned Monk hills and is plotting a slow revenge.

TIMELINE

26 years ago: Maximilian Steiger and Johanna marry; their son Waldmann is born soon thereafter.

20 years ago: Klaus Dummkopf is born.

16 years ago: Katharina is born.

12 years ago: The Mutant attack occurs; Maximilian, Heinrich and Horst betray Vorberg.

10 years ago: Heinrich Treumann and Enid marry; their son Dieter is born soon thereafter.

8 years ago: Gregor 'Mother's Boy' is born to Johanna and One Eye; Beatte Steiger returns to Vorberg.

7 years ago: Horst Angeberin and Liselotte marry.

4 years ago: Johanna kills her Orx husband One Eye and becomes acting Bigboss of the Mutant tribe.

The Characters get involved when Maximilian tries to marry again. It's part of a business deal with Franz Raffke, a major purchaser of the village's hemp crop, who has a young, eighteen year old daughter, Helena. Unfortunately, the bride token, which was supposed to be following Maximilian to the town where the wedding takes place, hasn't arrived. Franz demands that he be able to send agents back with Maximilian and his new wife to ensure that payment comes. Maximilian agrees, so long as both pay for neutral third parties – the Characters.

BRIDE TOKEN & DOWRY

Whereas a dowry is traditionally given to the family of the groom for agreeing to marry their daughter, a bride token is given by the groom's family or by the groom himself to his future wife's family. This bride token reflects the 'value of the woman' in the eyes of the groom's family (for better or worse).

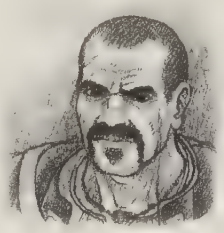
Having been employed by both Maximilian and Franz Raffke, the Characters travel to Vorberg, but discover that the wagons carrying the bride token had been attacked by Mutants and the village is in a state of fear. They learn that these Mutants are the same warband that previously attacked twelve years ago, costing the village its women and female babies. Sent to reconnoiter the Mutant's camp, the Characters discover that they are now led by one of those women and may learn of the original betrayal and that this attack is motivated by revenge. The Characters must then decide what to do.

The theme of this adventure is how women, in a society where men have the power, can be treated like tools to be used and discarded, how those women try to accommodate themselves to, escape from or end up being twisted by that dynamic and how the next generation then bears the legacy. It seeks to provide a memorable playing experience by presenting players with a complex moral situation which cannot be divided into a 'good versus evil' or 'chaos versus order' paradigm, but instead with one whose horror results from petty Human selfishness and cowardice while selling out Humans to Mutants might be the right (or least wrong) solution.

DRAMATIS PERSONAE

Below follows the major NPCs in the story, which includes all related, mechanical details you may refer to while running the adventure:

ANDRE KESSLER



Professions: Artisan/Sellsword
Ancestry: Adult Human (34 years old)
Social Class: Lowborn
Motivation: Decorum
Alignment: Order-Aligned
Bestiary Entry: None

Andre has experienced a lot in his relatively short life. He grew up in a distant city and was indentured at a young age as an armorer's apprentice. The man was cruel, but Andre was thrilled by the stories of the tough warriors who frequented the workshop and had visited so many places and done so many things. One day, when a mercenary company was in town, Andre stole military armaments from his employer and joined up. The company was on its way to foreign lands and over the next years Andre grew to be a man under canvas, fighting wars for various city-states.

Over time, he lost his romanticism about war, but became a devout follower of the Steward, whom he venerates for civilizing his personal vocation of war and giving it some sort of meaning. Eventually, the mercenary company was dissolved and Andre took his share and returned home, determined to make his own way. Since then, he has made a good living arranging small-scale security for affluent clients and has three people working for him. Andre values his professionalism above all else, but that is being unexpectedly tested now that he has fallen in love with Waldmann Steiger, the serious, honest young son of his latest employer Maximilian Steiger. Although Andre has a history of passionate relationships amongst other male sellswords, the risks of battle always made them as short and casual as they were intense. Yet, with Waldmann, Andre has – for the first time in his life – a chance at more lasting love, and that has this very independent, very self-controlled man caught in an unwanted turmoil of hope and fear.

BEATTE STEIGER

Professions: Servant
Ancestry: Middle Aged Human (56 years old)
Social Class: Burgher
Motivation: Defiance
Alignment: Order-Aligned
Bestiary Entry: None

Beatte was married off to a priest of the God-Emperor in Swanzi so that the latter would help her father in his pilgrimage scheme. She hoped for the life of a society lady, but the priest turned out to be dissolute and miserly. He used her as little more than a housemaid and died leaving her penniless. By that time, her brother Maximilian Steiger had returned and was able to pay off her debts. Beatte resents Maximilian's success, her vanished dreams and her reliance on him and does everything she can to make herself feel she's better than he is.

ENID TREUMANN

Professions: Peasant
Ancestry: Adult Human (26 years old)
Social Class: Lowborn
Motivation: Peace
Alignment: Order-Aligned
Bestiary Entry: None

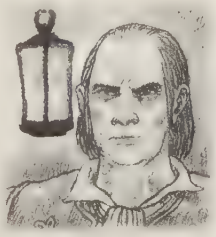
Enid is the wife of Heinrich Treumann, an abusive husband and a cad. One of the first girls brought to Vorberg from Swanzi ten years ago, she and her husband had their son Dieter before the first anniversary of their marriage. Many of the village women, including Beatte Steiger, see her as a victim of abuse. While she remains protective of her young son, her husband Heinrich is determined to 'make a man out of him'. She feels contempt for the choices she's made in life and spends a lot of time with Pastor Wilhelm, her brother-in-law.

GREGOR 'MOTHER'S BOY'

Professions: None
Ancestry: Young Half-Orx (8 years old but appears 16)
Social Class: Lowborn
Motivation: Legacy
Alignment: Chaos-Aligned
Bestiary Entry: Boogan

Gregor doesn't remember a time before 'Mother' led the tribe. For him, the tribe is home and he would do anything for his Mother. She has told him he's better than the Mutants, but he knows there's a difference between him and his half-sister Katharina Steiger, and he sees how much time and attention their mother gives her. He often has to get away to be by himself in the woods that he loves. But one day he'll prove himself to Mother, and this attack on the village might be his chance – she seems to hate it so much. in his mind, if he brought a villager's head back for her, she would be happy and love him as much as she loves Katharina.

HORST ANGEBERIN



Professions: Servant
Ancestry: Adult Human (42 years old)
Social Class: Burgher
Motivation: Homage
Alignment: Order-Aligned
Bestiary Entry: None

Horst inherited the village's coaching house, *God-Emperor's Rest*, as it was then called. Horst always thought he should be someone who mattered in Vorberg. He was a few years older than Heinrich Treumann, but growing up he made sure to keep on the right side of the more violent boy. When his friend Maximilian Steiger returned to Vorberg, Horst was always by his side and ready to help. It was Maximilian, Heinrich and Horst (and two others of the village who have since died) who went to parley with the Orx Bigboss. Horst was shocked at first when Heinrich suggested selling out the women, but when Maximilian agreed Horst started to see the sense. After all, better them than everyone. But Horst's conscience nags at him and to silence it, he took in the mentally-challenged **Klaus Dummkopf**, and tells himself so many lies about his own bravery back then that he's almost come to believe it – including the renaming of the God-Emperor's Rest as the **Cowardly Orx**. Certainly, his young wife **Liselotte Angeberin** does, and having his own opinion of himself echoed back and amplified has done little to tether Horst to reality. It is unclear how he would react if undeniable evidence of the truth emerged.

KATHARINA STEIGER

Professions: None
Ancestry: Young Human (16 years old)
Social Class: Lowborn
Motivation: Metamorphosis
Alignment: Chaos-Aligned
Bestiary Entry: Occultist

Katharina's only memories of Vorberg are happy ones of playing with her brother Waldmann Steiger. Her later childhood was a nightmare of marches and hard labor, although her mother's position as the Orx Bigboss's concubine meant Katharina was spared the abuse that killed the other Human children. She is well-aware of this and would give her life for her mother. By the time Katharina manifested Magickal talent, her mother had gained control of the camp whenever the Bigboss was away and she used the time to train Katharina as well as to fill her with hate for the father who betrayed her. Unbeknownst to Johanna, however, Katharina has been hearing voices from the spirits of the tribe, who have been whispering to her of a destiny as the new tribal 'Mother' and granting her the Magickal powers to fulfil it. Katharina is afraid that she will one day have to choose between her Human origins and the Mutant totems who have, apparently, adopted her.

MAXIMILIAN STEIGER

Professions: Cheapjack/Courtier
Ancestry: Middle Aged Human (50 years old)
Social Class: Burgher
Motivation: Legacy
Alignment: Order-Aligned
Bestiary Entry: None\

Maximilian Steiger never knew his mother, who died giving birth to him, but he had nothing but contempt for his father. Maximilian wasn't treated badly, but his father paid him no attention at all, instead expending all his energies on futile get-rich schemes. The only bright spot in Maximilian's childhood was his friendship with a pretty and fascinatingly precocious charcoal-burner's daughter named Johanna, though even their part of the charm was his father's disapproval of such a lowly friend: it was one of the few occasions where he seemed to care what his son did.

The last straw for Maximilian was his father's scheme to turn Vorberg into a pilgrimage destination by claiming that the God-Emperor once slept in a cave in the Horned Monk,

attempting to rename the hill and village 'Emperorsberg' (albeit unsuccessfully). It swallowed the family's fortune and as the bailiffs arrived to collect, Maximilian slipped away and started a new life working on the riverboats that ploughed their way up and down the Basque River. These took him far away from the village and he still regales anyone who listens with stories about his one visit to capital. Maximilian soon discovered a talent for wheeling and dealing, relishing the fact that where his father had been incompetent, he was a master.

By the age of 24, he was wealthy enough to return to Vorberg and buy back his father's house and lands in triumph. His father had died of grief and shame, but Johanna was still there and eager to marry. However, the independent streak that so attracted a trapped and unhappy child such as Johanna soon rankled with the newly confident courtier.

When the Mutants came, Maximilian did his best to lead the village's defense and he hoped for Pastor Wilhelm's return with help. But the fear grew that he would lose everything he had worked so hard for. Trusting to his abilities as a dealmaker, he called a parley with the Orx Bigboss. It was not an easy decision to betray the women – he still has nightmares about his little daughter Katharina and he's become noticeably more religious since the attack – but ultimately he can justify it to himself as a necessary if unfortunate cost of doing business. Maximilian is desperate for respectability and with that sort of woman by his side (such was Johanna), he would never have attained it.

'MOTHER' JOHANNA STEIGER

Professions: None
Ancestry: Middle Aged Human (47 years old)
Social Class: Lowborn
Motivation: Vengeance
Alignment: Chaos-Aligned
Bestiary Entry: Witch

Johanna's father was Old Tom, an ordinary, kind-hearted charcoal-burner, but her mother was Lady Ursula, the village's apothecary. Although her mother was not blessed, she recognized her daughter's Magickal talent early and sought to bring her up in the ways of the hedge. Unfortunately, the girl grew up arrogant and headstrong, fighting against her mother's attempts at discipline.

Johanna set her sights on the young, ambitious Maximilian Steiger, whom she had run with as a child. Maximilian proposed to her (some say helped along by a love potion) and young Johanna started living a life of relative luxury as a kept woman. Maximilian soon started to resent her, however, perhaps because his increasing success meant that he would soon have been able to marry to better advantage and Johanna was not one to be subservient to her husband. She is sure that Maximilian's insecurity and ambition contributed to his betrayal, and she holds him in contempt for it.

By luck and by magic, Johanna and their four year-old daughter Katarina survived the initial nightmarish months of captivity while all the other women and children died or were sold on as slaves. She made herself the Orx Bigboss's favored concubine, especially since a particular brew she put together seemed to make the tribe less fractious and more loyal to him. When she bore him a son named Gregor, her position was sealed. Little did he know, the brew actually made the Mutants personally loyal to her and, with the support of her loyal faction, she killed the Bigboss and his remaining allies and took over the tribe. She has since led it back to the village that betrayed her and wants a revenge that will reflect the uncertainty and terror she and the women experienced while hiding in the cave, before it finally ends in pain and death.

WALDMANN STEIGER

Professions: Trapper
Ancestry: Adult Human (25 years old)
Social Class: Burgher
Motivation: Peace
Alignment: Order-Aligned
Bestiary Entry: None

Waldmann remembers his mother Johanna well. He remembers the arguments between her and his father Maximilian Steiger and the more frequent silences and careful attempts to stay out of each other's way. It was good that he loved the woods, because otherwise he would have had nowhere to escape to. Waldmann loved his parents, but he respected them more, and when the Mutant attack came he was proud to be able help the villagers flee. He was proud of how his mother led the women to apparent safety, and he tried to be strong as he bid farewell to his little sister. He was also proud of his father when Maximilian went out to meet the Orx Bigboss and 'intimidated' the creature into leaving them alone. Maybe his father lacks genuine warmth under his glib charm, but he had what it took at the right time and that is more important than any sentimental bleating. For the same reason, Waldmann accepted it when his father showed little emotion over the death of his wife Johanna and mourned that of his daughter Katharina privately.

Waldmann is very conscious of his responsibilities (and bears Klaus's hero-worship of him with patience and a self-deprecating smile) and is thus sorry to disappoint his father over his lack of interest in the family business. He understands the cold calculation of his father's marriage to a young Swanzi girl named Helena, but himself has recently been plunged into emotional confusion by the arrival of Andre Kessler, whose understated confidence and glamorous background have stolen his heart entirely. Waldmann is

seriously considering leaving his home for the first time to be with Andre when he goes.

WILHELM 'HAREFOOT' TREUMANN

Professions: Monk
Ancestry: Adult Human (33 years old)
Social Class: Burgher
Motivation: Veneration
Alignment: Order-Aligned
Bestiary Entry: NONE

Where his brother Heinrich Treumann was vicious and resentful, Pastor Wilhelm was bright, confident and hopeful. A devotee of the God-Emperor, when the Mutants attacked he secretly thought his time might have come. Arriving at the vanguard of the rescuing army was the greatest moment of his life. The subsequent fall was that much farther. Pastor Wilhelm simply couldn't understand how the Mutants could have found the cave and pestered Heinrich for answers. Eventually his brother told him: because Pastor Wilhelm had failed to return on time, the real men had to make the hard decisions needed in the real world, not the fantasy one of heroism in Pastor Wilhelm's head – it was all Pastor Wilhelm's fault and he should never forget that. He didn't and the past twelve years have been ones of alcoholic self-degradation. However, Pastor Wilhelm is pulling himself together and the knowledge that there were in fact some survivors and that this attack is in some sense a just punishment, might be enough to break through Pastor Wilhelm's shame and get him to confess.

OTHER NPCs

Throughout this adventure, the player characters will encounter a number of other people. Safely assume those who would not intend the Characters harm to be Order-Aligned, whereas others who may intend violence upon the players are Chaos-Aligned. Most of the people that the Characters will meet will be of Lowborn stock. Exceptions to this may be made at your discretion.

PART I: THE WEDDING

While visiting the river port town of Swanzi, the Characters encounter the wedding celebrations of Maximilian Steiger and Helena Raffke. There are several ways Characters could get involved in the wedding. No matter what option you go for, assume the Characters already know one another from a former adventure they had embarked upon before:

ACADEMIC ARCHETYPE: The areas around Vorberg were historically a place of great strife between the Mutants and Humanity. A number of Orx are said to have left behind artifacts before they were driven away roughly twelve years ago. Such artifacts could fetch a high price or even further fuel continued study into the histories of the Mutants.

COMMONER ARCHETYPE: An influx of foreign workers has come to Vorberg, a village not far from Swanzi. It is said that Maximilian Steiger, an on-the-make businessman, is encouraging them by paying guilded, locally born tradesmen well for their services (among other things).

KNAVE ARCHETYPE: The Characters are on the run from a notorious bounty hunter/reeve, Piper 'The Bride' Hardt, who's been charged with dragging them back to the capital to face accusations of meddling and fraud. Swanzi should be able to provide a quick route out of the area to escape.

RANGER ARCHETYPE: The Characters are looking for work and a prominent boat-chandler, Franz Raffke, is renowned for having a number of interests on the roads between Swanzi and nearby Vorberg that might protection.

SOCIALITE ARCHETYPE: One of the Characters is a cousin to Maximilian Steiger, the man of the hour, and has been invited with their friends to celebrate.

WARRIOR ARCHETYPE: Several of the Characters (particularly those of the Warrior Archetype) were a part of an old mercenary company with Andre Kessler and have heard he settled in with a rich villager-cum-aristocrat named Maximilian Steiger. He may be able to provide a few leads for work.

GETTING STARTED

The bride and groom approach from opposite ends of town in two processions, one of the women distributing flowers to other ladies for luck and one of the men distributing pennies to other men to please the Nightfather. They meet in the town square before the wedding party enters the temple of the God-Emperor. Once they emerge as a married couple, the festivities begin.

The reception and festivities are held in a roadside coaching station where the Characters are staying and they become involved in the celebrations. There's a very good reason for getting involved – the booze is free! Remember to keep track of the Characters' drinking (see **Chapter 9: Hazards**

& Healing), as the risk of Intoxication runs high at the start of the adventure. As the celebrations will last for roughly six hours, you'll want to have the Characters make a Toughness Test at the end of every hour to determine if they become Intoxicated or not.

Depending on how quickly you want to get to the meat of the story, this might be a good time to fill in details about this region's strange marriage customs. There are two activities here; pick one that best suits the temperaments of the Character's personalities:

DEGREES OF SUCCESS: FIND THE BRIDE!

The bride's family pretends to kidnap the bride, while the guests (including Characters) compete to find and rescue her. The winners are rewarded with a rundlet of a potent local ale. This would be a good opportunity to introduce **Lutz Wassertrager** (see Minor Personalities below). He might offer to tell the Characters in what general area where the bride may be, in return for a 'small consideration' of coins; otherwise 3 silver shillings (ss).

There are three other competitors. Every Character who wishes to participate will roll a series of Awareness Tests, tallying their individual results. Whomever generates the most Degrees of Success will win. The first Awareness Test will be (Challenging -10%), the next (Standard +/-0%) and the final one (Routine +10%). If they bribed Lutz, they automatically add 3 to their total Degrees of Success.

CHASE SCENE: THE FOOT RACE

The men compete in a foot race around Swanzi, each carrying one of the village maidens on his back. Each woman carries with her three cabbages, for the menfolk to toss at one another as they race. The winner is then 'married' to the girl until dawn the next day. There's no shame in anything that happens in that time and any children conceived are considered blessed; a strange local custom indeed. This would be a good opportunity to introduce **Mollig 'Molly' Bumsen** (see Minor Personalities below). Characters are encouraged to participate in this race. However, the menfolk of Swanzi will impress upon them that drinking is not only encouraged, but required! This is a ruse, as they want to make sure that the Characters don't win. They'll likely be drinking water instead, and a successful (Challenging -10%) Awareness Test will indicate as such.

The Characters will be Pursuers, while the three other competitors are Escapees (whose Movement is 6 and [BB] is 4). No one has a Head Start at this time. This is a Long Chase, set to 6 Rounds. If any Characters are currently Intoxicated, they suffer a -1 to their Pursuit Value on the first Round. Players must disable or beat the Escapees in order to win. Otherwise, the Escapee with the highest Chase Threshold at the end of the sixth Round wins.

Whenever a Pursuer is afforded the ability to Attack, they may throw cabbages. In fact, this sort of skulduggery (or numbskullery depending who you ask) is highly encouraged! Using real ranged weapons is highly discouraged, and will result in the worst of outcomes in this adventure (very likely in a short, bloody end). Cabbages don't do any Damage, but does immediately reduce their current Escape or Pursuit Value by -1. Each Escapee and Pursuer is given three cabbages in a sack they can carry.

RAIN OF TURNIPS (COMPLICATION): If a Character suffers a Complication, members of the watching crowd pelt them with turnips, cabbage and other sundries as they run past. They must succeed at a (Routine +10%) Coordination test or reduce their current Escape or Pursuit Value by -1.

MOLLY BUMSEN (COMPLICATION): If they end up taking Molly Bumsen on their back, she harasses the Character during the entire race about inadequacies such as their club-footedness, shuffling about like a buffoon or lack of charming appearance. The Pursuer who has her on their back must succeed at a (Routine +10%) Resolve Test or become irritated with her, suffering 1D10+1 mental Peril.

If all Escapees are disabled and the Player Characters are the last in the race, have them each roll a final Chase Threshold for themselves, as if they were the Escapees. Whomever generates the highest result is the winner of the race!

MAXIMILIAN'S CELEBRATION

Before long, Maximilian has his arm around one of the Character's shoulders and is pressing drinks into their hands. He takes on his role as man of the hour (and, of course, center of attention) very enthusiastically. Being a sharp businessman, he is using this opportunity to get to know people in town. The fact that the Characters might be disreputable won't bother him, since he is well aware such people can be useful. Maximilian should find the Character with the highest ranking Social Class and engage them, taking a genuine interest in who they are and what brought them to town (particularly if one of the Characters is related to him).

If the Characters look for his bride – and they succeed at a (Standard +/-0%) Awareness Test – they will see a heavily pregnant and much younger woman sitting nearby, sipping occasionally from a tankard of small beer and looking very shy and unsure of herself. Next to her is another young woman, apparently her maid of honor, and a very unhappy-looking older man of roughly Maximilian's age. Succeeding at a Rumor Test with any of the Order-Aligned Lowborn attendees at the party will get the information that the bride is **Helena Raffke** and the man **Franz Raffke**: her father and a prominent boat-chandler (supplier of ropes, equipment and stores). If they Critically Succeed the Rumor Test, they learn that the marriage is part of a business deal between Franz and Maximilian, and that both want a male child

to inherit the business. Succeeding at a (Routine +10%) Folklore Test reveals that it's not unusual for the bride to be visibly pregnant on the wedding day: it ensures that the marriage will be fertile before any binding commitments are made. The Characters cannot immediately find out why Franz looks so unhappy, however.

MINOR PERSONALITIES

You can deliver information either quickly through Skill Tests or you can insist on role-playing. In the latter case, here are a couple of NPCs with whom the Characters can interact:

MOLLIG 'MOLLY' BUMSEN: She is a pretty, plump and young Order-Aligned Lowborn woman who is on the hunt for a hunky man (or, even better, a Dwarf) to bed and potentially marry – and one of the Characters is a candidate. She'll pretend to be a friend of Helena's and although they did grow up together, Molly always resented Helena for being a bit more popular (and respected) among the lads. Molly will put up a very bad facade of pity for her 'dear friend for being married off to some fat, old hick just to seal a silly business deal'. In truth, she is spitefully gleeful about it and if a Character succeeds at a Charm Test to woo her, will readily reveal how Franz is using his daughter to ensure his own future because he failed to sire a male heir.

LUTZ WASSERTRAGGER: He is a Chaos-Aligned Lowborn dogsbody for Franz, running his errands, passing on messages and attending to other menial tasks and services. He also carries Franz' important documents, including the marriage contract with the dowry's value and the bride token invoice due. Franz pays little attention to Lutz, who takes the opportunity to pilfer small amounts of money. Lutz is sly, but not as sly as he thinks he is, so he'll start by selling bits of information for bronze pennies, but will quickly get drunk and run his mouth off about how Franz wasn't man enough to have a son and how he'd like to get his hands on Helena. With a successful Rumor Test (or by plying Lutz with alcohol), the Characters can learn that Maximilian has in recent years become a significant supplier of hemp in the region and Franz hopes the marriage will lock his competitors out of access to this supply. In addition, they could get on Franz's good side by exposing Lutz as the resentful, pathetic little toad he is.

THE ALTERCATION

Later in the celebrations, Franz and Maximilian get into an argument, which starts as a heated discussion and escalates into raised voices. Succeeding at a (Standard +/-0%) Awareness Test (or with a successful (Standard +/-0%) Scrutinize Test to pick out the slurred words) will tell the Characters that the conversation is about a missing bride token. Franz and Maximilian then leave to continue the discussion somewhere in private.

PLAYTEST NOTES

During the wedding celebration, but before The Altercation, one of the Characters stole Franz's documents. They contain a recording of the dowry, denoting a value of several hundred gold crowns (gc)! The bride token is for over 150 bales of hemp, weighing roughly 75 lbs. per bale (thus the need for three wagons to bring the hemp to Swanzi, which you'll learn more about later). The players used the documents to better understand how rich Franz is, and how poor Maximilian would be if the bride token wasn't delivered.

While it's clear that the two don't want to be followed, any who succeeds at a (Routine +10%) Stealth Test can follow behind or listen in for a bit with a successful (Standard +/-0%) Eavesdrop Test. It is clear that Franz is somewhat drunk and very angry with Maximilian. Apparently, a large delivery of hemp was supposed to have arrived by now as the bride token from Maximilian to Franz. The Character who followed or is listening in overhears Franz state in a drunkenly blunt manner, all the while pointing at Maximilian, "I could have given that girl to any respectable businessman in town, but you Maximilian – *you* Maximilian – promised me the best prospects... Even all my friends warned me not to deal with an uppity peasant like Maximilian Steiger." Before the other man can respond, Franz declares Maximilian isn't to be trusted, threatening to sue the shirt off his back, ensures his daughter will divorce him and that their child will grow up in an orphanage where no one can find it, unless that is, the bride token is delivered as promised

Maximilian tries to calm Franz down, reassuring him that the bride token will be his and asking him not to spoil his daughter's 'happy day' (a point about which Franz is noticeably scornful). A successful (Standard +/-0%) Scrutinize Test indicates that Maximilian doesn't particularly care about Helena's well-being, but wants to look like the good guy.

SOCIAL INTRIGUE: INTERVENTION

Intervening in the middle of this conversation immediately triggers a Social Intrigue event. Treat both men as if they were Burghers for purposes of role-play. Maximilian is of a Polite Disposition, whereas Franz is of an Impolite Disposition. However, depending on how the Characters interacted with the two men earlier (if at all), their Disposition towards the Characters may be better or worse than this. For instance, if the Characters were spotted sneaking around, the Disposition can be made worse. Alternatively, if the Characters had previously made a good impression on either man, then you may wish to improve their Disposition.

Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Interrogation or Intimidate for their Social Tactic have less effect, both being unfavorable Skills. Remember, before their Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do.

If the Characters have made a good impression, then an offer to help the next day will be welcomed by either man. The ideal result is that the men calm down and thank the Characters for their offer of help. If the interaction proves to be unsuccessful – whether due to poor dice rolls or particularly tactless role-playing – the men still stop arguing but part angrily, only turn to the Characters later out of a lack of other mutually tolerable options.

After the incident, any Character who might reasonably be thought to know something about marriage rights – for example, anyone with Education (Focus: Law), Folklore (Focus: Local Lore) or a Bailiff, Reeve or someone in the Academic Archetype – will be approached by Maximilian and Franz simultaneously, asked whether a marriage is valid without the delivery of the promised bride token. Maximilian will leave the conversation happy if the answer is yes, while Franz will be happy if the answer is no. This is an opportunity for you to place the Characters in an awkward position, regardless of their desire to help. Prod the players to use their best judgement, but give them enough information that both supports the validity of the marriage and invalidates it at the same time.

Helena will leave the reception and go to bed fairly early (much earlier than her husband), but eventually the various guests will trickle away or pass out. Maximilian will follow not long after, while Franz will stay and continue drinking. He will welcome any company, even if they did not give him the answers he was looking for as to the validity of the marriage *sans* bride token; he would simply prefer not to drink alone. Either way, the Characters are woken in the morning by a fresh-looking Maximilian or a not so fresh-looking Franz.

PART II: THE JOURNEY

Franz remains in Swanzi, but both he wants the Characters to go with the newlyweds Maximilian and Helena back to Vorberg by coach (Maximillian's village) to find out what has happened to the bride token and, if necessary, escort it back. Each is willing to pay the Characters a sum of 35 brass pennies (bp) per day for their trouble, but individual Characters can attempt a Bargain Test to get more money. The Difficulty Rating of the Bargain Test relies solely on the results of the Social Intrigue event the night before. If you feel they made a favorable impression on either one of them, allow a (Routine +10%) Bargain Test, but if they made an unfavorable impression, it becomes a (Challenging -10%) Bargain Test. A successful Bargain Test yields an

additional number of brass pennies (bp) equal to their [FB] or three times that if a Critical Success. If it looks like the Characters might turn down the deal, Maximilian or Franz mentions that there might be more work in the future if the Characters carry out this job well; any Character with the Folklore Skill or making a successful (Standard +/-0%) Folklore Test, knows that both men are solid members of the community and well connected. In other words, they are good, local contacts to have – and bad ones to anger.

Assuming that the Characters accept, Maximilian introduces them to Andre Kessler, who is in charge of his security. If any of the Characters are still the worse for wear (from drinking the night before), then Andre takes them to an inn (if they're not there already) and gives the barkeep a pouch of herbs to steep in hot water. The concoction is extremely bitter, but allows the Character to restore their Peril Condition Track positively to Unhindered (unless already Unhindered, resulting in no gain or loss).

WILDERNESS TRAVEL: TO VORBERG

Andre leads three Sellswords and one Coachman, who will be riding next to the newlyweds' rented coach. Characters with horses can ride with Andre and the guards. There is room for two more on the box next to the elderly, gargoyle-like in statue Coachman (to sit 'blunderbus'; otherwise *shotgun*) and another two could fit inside the coach with Maximilian, Helena and Helena's maid-of-honor, her (genuine) childhood friend **Barbara 'Bibi' Emmerich**. If there are more Characters than will fit, assume that Maximilian has arranged another small cart hitched to the back of the coach for the wedding gifts and the Characters can ride perched atop that.

The sellswords are all foreigners, hired labor by Maximilian and know little and speak little – they only know a smattering of the local language. The elderly Coachman **Ernst** is ancient and gloomy, while the guards number three between Andre's right-hand men **Juergen** (who is hung-over and sullen), **Markus** (who is boastful of old exploits) and **Udo** (a fresh-faced youngster who half-wants, half-fears any action).

SELECTING ROLES FOR THE JOURNEY: You should ask whether Characters will volunteer to play one of the three Roles required for Wilderness Travel: Guide, Survivalist and Scout. Not offering to fill one of these Roles will result in the Characters having to each succeed at a Resolve Test or suffer 1D10+1 mental Peril from shame, as Andre will take umbrage at such cowardice and Maximilian will believe less in their touted abilities. Assume that if a Character doesn't volunteer for a Role, one of the three guards will take it.

It will take about a day to reach Vorberg, which is only a Short Stretch (requiring one Toughness Test per Character, regardless of whether they fill a Role or not). The route is considered to be Routine Terrain. In addition, the journey to Vorberg is of absolutely No Danger from a Threat Level perspective. This is a Fail Forward Skill Test, even if a Character fails or Critically Fails their Role Check as a Scout. Instead, penalize the entire party with 1D10+1 physical Peril from road weariness.

Under no circumstances will Andre allow the Characters to stop and Make Camp to Recuperate their Peril Condition Track (even after the events which transpires in **Part III: The Battlefield**) until they arrive back in Vorberg. In the wilderness, it is clear that Andre is running the show. However, he does allow the coach to break for a half hour twice – once for lunch, and once in the morning. Otherwise, there is no rest for the Characters on the journey, unless they sleep inside the coach or on the accompanying cart. Any Character who is a Scout will not be able to rest that evening.

Depending on what Role the Characters play, they'll be paired up with one of the following people:

GUIDE

HELENA STEIGER née RAFFKE & BARBARA 'BIBI' EMMERICH: Talking to Helena or Bibi is difficult, as both are quiet around Maximilian (Helena out of shyness and Bibi out of consideration for her friend). Female Characters will get a chance to talk to them in private during the morning when the coach stops to allow people to relieve themselves and again when it stops for lunch. Succeeding at a (Challenging -10%) Scrutinize Test with Helena or a Rumor Test with Bibi shows that Helena is putting a brave face on a situation she has no control over and that her friend is just trying to be supportive. Helena is most concerned about the baby and hopes for a boy, since that's what Maximilian and her father want from her. In private, Bibi can be rather cutting about Franz's temperament, but tries to be polite about Maximilian for Helena's sake. Bibi does let slip, however, that Maximilian already has a son, just not one willing to take over the business. She doesn't know who the son is or his name, however.

SURVIVALIST

MAXIMILIAN STEIGER: Maximilian is very easy to talk to. He will happily regale everyone with stories of how he made it as a businessman and how much he's done for his village. As regards Helena, he'll play the doting husband. He expresses concern about the missing bride token if asked, but also confidence that his trusted bailiff, one Heinrich Treumann, will have had good reason not to have brought it and that everything will be all right in the end. A successful (Standard +/-0%) Scrutinize test will tell the Characters that Maximilian is more worried than he's letting on. If asked about why he has married so late or about his family, Maximilian will look sad and will admit that he had been

married once, but that his wife and daughter tragically died. He has one grown-up son, Waldmann, who is however not interested in the family business. Maximilian wishes his son would be a bit more grateful, but what can he do?

At lunch, if any of the Characters have established a particularly good relationship with Maximilian, they will find that he leads them aside and, after thanking them profusely for taking the job and talking about how awkward the situation is and how it would be ideally solved quickly and painlessly, he will offer a bonus to the Character he's talking to if that Character makes sure that they report back to Franz in terms favorable to Maximillian; this bonus is equal to the Character's highest [FB]. If the Character accepts, Maximilian will be very happy. If the Character refuses out of principle, however, Maximilian will look shocked that he might be thought to have intended anything other than practicality and his wife's peace-of-mind. He will be quite obviously displeased with the Character, however.

SCOUT

ANDRE KESSLER: This sellsword cuts a very professional figure. A devout follower of the Steward after a long stint fighting in foreign lands, he moves and acts efficiently and does not tolerate foolishness on the job. He's curious about other people however, and will happily chat with Characters who seem serious people. He's only worked for Maximilian for a short time, having been hired at the beginning of the summer. Maximilian had to bring in a lot of outside workers to help with the hemp harvest and needed someone in charge of security.

REFUGEES OR IMMIGRANTS?

These casual laborers working for Maximilian are refugees from a beleaguered region overran by another army, which destroyed their holdings. Maximilian is genuinely happy that he can combine the virtues of business and charity by employing people in need to everyone's mutual benefit. Andre however, doesn't like or trust them – he views this particular group of immigrants as violent barbarians. The fact that these ones survived when others died in the wake of chaos makes them even more suspicious in his eyes.

Andre respects Maximilian as a fair boss, although he generally isn't fond of wheeler-dealers. A successful Charm Test will get Andre to admit that he actively dislikes Heinrich Treumann, whom he accuses of being unprofessionally harsh with his employees. He thinks especially little of the man because Andre once caught him beating his young son, **Dieter Treumann**. If asked about Waldmann Steiger however, Andre will bluff an off-hand appreciation for the young man, whom he describes as nothing like his father, being instead a woodsman who spends little time in the village but is a good drinking companion when he does come into the local pub.

If questioned more closely about Waldmann, Andre will look noticeably uncomfortable – detectable with a (Routine +10%) Scrutinize Test; Characters should be allowed to draw whatever conclusions they wish. Andre will simply shrug if asked about the appropriateness of the match between the younger Helena and older Maximilian: it's sad he'll say, but it's just the way of the world for young women to be passed from one old man to another.

PART III: THE BATTLEFIELD

After lunch, the terrain turns into rolling hills and the forests become thicker. It's late afternoon, a couple of hours before dusk and not far from the village, when Andre (and any other Characters who are filling the Scout Role) returns from scouting up ahead, visibly disturbed. If he has befriended a Character on the way, then he will first go to that Character with his news: around the next curve the road is filled with abandoned wagons and many dead guards. If he hasn't befriended any Characters, then any of them who is not in the coach might be able to listen in with a successful (Routine +10%) Awareness or Eavesdrop Test on Andre's conversation with the other guards. The people inside the coach feel it come to a stop and soon Maximilian will look out of the coach and demand to know from Andre and the nearest Character what's going on. Andre will hesitate for a moment, so any Character will have a chance to answer. They need to be tactful so as not to scare either Maximilian, or especially, Helena. Some story about there seeming to be a blockage in the road would do (which is what Andre will come up with if given a chance).

Andre is aware that the Characters are there to secure the bride token and so will be sure to take one of them with him back to the scene of the crime so that they can consult on what to do.

THE SLAUGHTER

The Characters walk into the remnants of a battle. There are three wagons; their horses were all butchered and all around them lie the corpses of about a dozen people, peppered with short, black-fletched arrows. Upon witnessing this, they must succeed at a (Routine +10%) Resolve Test or suffer from Stress. Information should be given in response to Character actions and questions:

- The arrows are crudely made, with viciously-barbed iron heads;
- Most of the people have been shot to death;
- They have been only partly stripped of weapons and armor, while money and valuables have been largely left behind. There are no other corpses other than those of the guards (Andre can confirm this);

  Andre can confirm and point out that the bailiff Heinrich Treumann should have been with the convoy, but his body isn't among the dead;

  The wagons are still laden with the bales of hemp – there was no attempt to steal the goods;
- The convoy needed to set out early to make it to Swanzi in one day and was stopped not far from the Vorberg, so the attack must have taken place in broad daylight.

Further information can be gleaned by certain types of Characters and from Skill Tests:

- Dwarfs, Characters in military careers (including some of the Ranger Archetype) and those with a Tradecraft (Focus: Weaponsmithing) will automatically recognize the arrows as of Mutant handicraft; others who voice this suspicion can have that confirmed with a successful (Challenging -10%) Scrutinize Test;
- A successful Folklore Test for any of the Lowborn of area or a successful (Challenging -10%) Folklore Test will tell the Characters that this region has suffered from Mutant attacks before, but there's been nothing serious for a while;
- A successful (Standard +/-0%) Warfare Test reveals that the convoy was attacked from both sides of the road and the attackers avoided a melee;
- A successful (Routine +10%) Survival Test reveals that the attackers came through the woods roughly from the direction of the village and returned the same way; if the Characters try to pursue the attackers, Andre will remind them that they need to protect the coach;

  A successful (Easy +20) Handle Animal Test reveals the horses were hobbled by gin traps, lain in the road below piles of leaves.

The question then becomes how to proceed. Danger is afoot, and there are signs that the Mutants may still be nearby. Time is of essence. Andre will listen to the Characters' suggestions, although he will make it clear that neither returning to Swanzi nor bringing the hemp shipment with them to Vorberg are options; there simply isn't enough time nor room in the rented coach to offload the shipment.

If the Characters dawdle about and waste time digging through the viscera any further, despite Andre's warnings, feel free to let one of the gin traps have gone unnoticed. For every ten minutes the players waste, have them roll a 1D6 Chaos Die. If it lands on face '6', they must succeed at a (Hard -20%) Coordination Test or be caught in a gin trap. Anyone caught in a gin trap suffers the Grievous Injury *Maimed Foot* (refer to this in **Chapter 11: Game Mastery**).

REPORTING BACK

Ultimately, Andre will have to go back to Maximilian and report. He'll beckon Maximilian out of the coach alone, in order not to scare the ladies. Bibi in particular will demand to know what's going on and only be stilled by an embarrassed and worried Helena. When told of what's happened, Maximilian will go sheet-white and gather opinions from everyone as to what they should do. Andre will recommend shutting the blinds on the coach, so the ladies don't witness the scene and make for Vorberg as quickly as possible. Maximilian will ask if Heinrich's body was found and when told that it wasn't, he'll breathe a sigh of relief that at least Heinrich seems to have escaped. A successful (Standard +/-0%) Scrutinize Test will tell the Characters that Andre looks skeptical at this. Regardless, Maximilian will settle on going to Vorberg – he cannot afford to lose face in front of Franz Raffke, nor can the rented coach begin to even convey a portion of the hemp back to Vorberg; it's far too overloaded as-is and it would be a dead giveaway that the bride token didn't make it.

MAX'S FINANCIAL SITUATION

Despite the front Maximilian put up in Swanzi, he is actually on the verge of financial collapse. Every bit of coin he had was put into purchasing the three wagons and horses, hiring the teamsters who guarded it and additional investment into the production of the hemp from the people of Vorberg. If he isn't able to keep the marriage intact, the dowry will be stricken from him, Helena and the child will be taken away and Franz Raffke will bankrupt Maximilian, leaving the hemp production in Vorberg unmanaged. Naturally, this would be an opportunity for another businessman to step up to take the reigns. Players may even have it in their head that Franz Raffke has somehow set all of this up in his favor. Although there is no truth to this whatsoever, don't attempt to persuade the players otherwise from this red herring. It will only make the climax of A Bitter Harvest all the more compelling.

Assuming things proceed as Andre recommends, Maximilian gets back into the coach and draws the blinds, claiming there is a long-dead horse on the road ahead and that he wants to spare the ladies the sight (and smell). The coach will start up at speed and Andre, along with either one Character or Juergen (who becomes markedly more alert once there's danger) rides ahead. Have the Characters each make one (Challenging -10%) Awareness Test to keep them on edge, but nothing happens in the hour's journey to the village where they arrive just as the sun dips behind the line of a hill. This is a Fail Forward Skill Test. Should they fail the aforementioned Test, they suffer 1D10+1 mental Peril and 1 Corruption due to anxiety of an ambush along the road to Vorberg. If they Critically Fail the Test, they suffer from Stress.

HORNS OF A CUCKOLD

'Horned' was once a euphemism for a cuckolded man, since men who were cheated on by their wives were said to have horns. For followers of the Martyr or the Nightfather, a successful (Standard +/-0%) Folklore or Incantation Test or alternatively a successful (Hard -20%) Education Test allows a Character to recall a venerated priest of the Martyr known only as 'The Horned Monk'. His legend says he was a particularly brutal count from far away who insisted on the letter of the law being carried out without mercy. In vengeance, the Nightfather came to him in a dream disguised as the Martyr and seduced him, promising to be his wife and lover if he would only commit to her. The very next morning, he abdicated his county and became a monk of the Martyr. But everything he tried went sour. Wherever he went, the adherents shunned him since they sensed his motives weren't pure. People he 'healed' would come to grief immediately afterwards. Criminals who were released due to his pleas for mercy went on to commit even greater crimes. Meanwhile, the Nightfather continued to plague him with fevered, erotic dreams of the Martyr, who seemed to promise him so much but then always favored others over him, no matter what he did to prove his love. Finally, pursued by inquisitors and mad with despair and paranoia, the monk found refuge in a cave under the twin peaks and became an anchorite. There, a broken man, he begged the Martyr's forgiveness for whatever he had done wrong. Finally, she took pity on him and lifted his madness. Some say his heart was then so filled with love that it burst in his chest and his soul joined her in a pure, spiritual union. But others say he left that cave and wanders the world still, kept immortally alive and working true healing miracles by his now-genuine love for the Martyr. People pray to the Horned Monk for help in controlling their own or their partners' jealousy, in not acting out of selfish motivations, to escape from criminal punishment and (unofficially) to cure impotence.

PART IV: ARRIVAL

The first sight of Vorberg is striking. Rounding the top of a wooded hill, the group looks down on a village nestled amongst fields and surrounded by a timber palisade. Behind it, the local 'mountain' (in fact, a particularly large hill). The latter is unusual because it juts quite suddenly from the ground and, although its sides are forested like the other hills, the tree-line ends below the summit, which is topped with a ridge and two rocky peaks. Andre heard that the resemblance between the twin peaks was once used to sell the hill as a pilgrimage site of the God-Emperor, but it never caught on. Most people know the mountain as the **Horned Monk**, because the tree line with the bare top looks like a monk's tonsure.

After sighting the village, the party and the coach quickly come out of the woods and start crossing the fields. A successful (Routine +10%) Survival Test tells the Characters that this is harvest season and people normally work as long as possible – now, at dusk, people should be packing up and leaving the fields, but in this case the fields are already deserted. Andre and any Characters with him arrive at the gates first, where they are challenged by a watchman. When Andre identifies himself, there's an audible commotion, as someone exclaims, "*Thank the God-Emperor! Maximilian made it through!*" and the gate opens to let everyone into the village. It is shut very quickly behind them. The coach is soon surrounded by a crowd of scared villagers.

Maximilian will leave Helena behind in the coach to go and find out what is going on and will be met first by Horst Angeberin, the village innkeeper. Bibi will object strongly to Helena being left behind and will demand to know what is happening. If necessary, she will try to enlist the Characters to find out for her while she resolutely stays by Helena's side.

WHAT'S HAPPENED IN VORBERG?

The bride token shipment left in the morning two days earlier under the command of Heinrich Treumann, who also took his ten year-old son Dieter with him. For a day, nothing seemed out of the ordinary. This morning however, people who went out to the fields to work ran back when they discovered the mutilated bodies of Heinrich and his son Dieter, tied up in the fields where the scarecrows normally stand. The villagers immediately withdrew beyond the palisade, leaving the bodies where they stand. As far the villagers are concerned,

they are now under siege, although no one has seen sight anyone or anything that might be laying siege to the village.

Waldmann Steiger has been in charge of security in Vorberg while Andre was away in Swanzi. Immediately upon exiting the coach, Maximilian will introduce the Characters to his son. Waldmann will speak with Andre briefly as they shake hands and will then ask the Characters to accompany himself and Andre outside the gates. He won't say precisely why until everyone is outside the gates when he urges them to gird themselves for what they're about to see. He takes the Characters to where the bodies of Heinrich and his son Dieter are tied up in the scarecrow's place in the fields. Upon witnessing the bodies, the Characters must succeed at a (Standard +/-0%) Resolve Test or be subject to Fear. Inspecting the bodies will turn up no further detail, save that they are riddled with the same cruelly-barbed black arrows from before.

Andre and Waldmann will ask for their help to remove the corpses from the scarecrows' roosts. By this time, night has fallen upon Vorberg and if asked why he has not gone out to collect the bodies of Heinrich and Dieter, Waldmann will explain that he did not have the men to protect both the village and any party sent out to cut the bodies down. With the arrival of the Characters, he does. Waldmann will expresses his grief for Heinrich, Dieter and Enid Treumann. Enid is the wife of Heinrich and mother of Dieter, who is currently praying in the village's shrine of the God-Emperor. Waldmann will let slip that he thinks this is a Mutant attack, but agrees with his father that this should not become common knowledge. A successful (Standard +/-0%) Awareness Test allows a Character to notice that when Waldmann talks of Mutants and the tragedy of a mother losing her son, he fondles a talisman around his neck. A successful (Challenging -10%) Incantation Test made by a Character who has either Arcane or Divine Magick as a function of their Professional will recognize the talisman as being potentially Magickal.

THE LOCAL GOSSIP

The Characters might decide to ask specific people more about the situation. Depending on their actions and their successes, they will get some spin and local gossip:

- Andre will, after speaking to Maximilian and Horst, be able to relay the above information to the Characters, but will urge them not to reveal any details about the battlefield, especially the Mutant involvement – Maximilian has decided (and Andre agrees) that it is important for the villagers' morale to think that the enemy are Human bandits who can be bought off;

Maximilian will make the same point if asked directly;

If the Characters succeed at any Bargain or Leadership Tests during this time, then they meet Beatte Steiger, Maximillian's sister. She will relay the same gossip as before and bitterly criticize him for being a cheapskate and not providing enough guards – in fact Beatte uses every opportunity to criticize her brother, including for leaving Helena in the coach if the Characters don't take the initiative in getting her lodging;

If the Characters succeed at any Bargain or Guile Tests during this time, they meet a scruffy-looking man with stale alcohol on his breath and dressed in the raiment of a Monk, who claims the attack is punishment for the villagers' sins; this is Pastor Wilhelm 'Harefoot' Treumann, who has come out of the God-Emperor's shrine to see what was going on, but returns to it quickly to continue consoling Enid.

THE TALISMAN

Waldmann's talisman is of copper and silver wire, intertwined to form a crude figure and was given to him as a baby by his mother Johanna. She has given similar talismans to other members of her family (Gregor, Katharina and Waldmann). The intertwining of two metals into one figure represents how love makes two people into one, whether through kinship, family or as lovers. The maker must give the talisman to the recipient at a significant occasion – typically a birthday or marriage – and can only ever do so once to any given individual, who can only ever have one functioning talisman (later gifts supersede older ones). The talisman magically protects the recipient who wears it from one life-threatening occurrence (in game terms, the recipient gains one Fate Point), so long as the maker and recipient love one another. Succeeding at a (Standard +/-0%) Folklore Test will reveal the symbolism of the wires intertwining. A successful (Standard +/-0%) Incantation Test indicates that the talisman is at least supposed to have protective power, indicating that this power works only for a specific person. An Incantation Test made with a Critical Success indicates that Waldmann's talisman is Magickally woven through with maternal love. (This hints at Waldmann's mother's enduring love for him and thus the fact that she's still alive.)

Eventually, Helena steps out of the coach, either because the Characters have intervened to get Maximilian to attend to her or because Beatte does so, all the while insulting her brother about his lack of grace, much to his embarrassment. Conversation about the attack will suddenly cease and all eyes will be on Helena. With Bibi, Maximilian and Beatte by her side, she will be guided through the crowd to Maximilian's large house and on the way she will be greeted in a friendly, if slightly pitying manner, by the village. The crowd then slowly disperses.

After this, Horst will introduce himself to the Characters and offer to show them to their lodgings at his inn, The Cowardly Orx. As they enter they will be met by his wife, Liselotte Angeberin, who at twenty-two years of age, is much his younger. She will note that they must be tired after their journey and offers to make them a good, hot meal once they've settled in. A mentally-challenged young man named Klaus Dummkopf, whose parents died in the last attack (and whom Horst has taken in), will help them with their luggage. Everything is paid for by Maximilian during their stay.

BIBI'S INQUIRY

If the Characters decide not to investigate options themselves, thinking they can leave it up to Maximilian and/or Andre to resolve the issue for them, have them be approached in private by Bibi. She tells them that Helena is scared and that although Maximilian and Andre say reassuring things, they've kept both Helena and Bibi in the dark. She wants the Characters to both find out what's happening and a safe way to get Helena and herself back to Swanzi. If the Characters don't seem inclined to act out of concern for Helena, then Bibi can remind them how grateful her wealthy father would be if she was returned safely and rescued from marriage to a man who couldn't even guarantee her life, quite apart from his failure in the delivery of a bride token.

PART V: INVESTIGATION

For the rest of the evening, the Characters are more or less free to roam the village. By this point, they ought to be wondering how they are going to complete their job, and more to the point, get back to Swanzi without getting themselves killed. They will find absolutely no support for the idea of fetching the hemp and taking it to Swanzi or to Vorberg – it's far too dangerous and the wagons that were to be used have been lost to the wilderness. Even if the Characters suggest combining this with escorting Helena back to safety, they will have no luck: Helena is too scared to leave and Maximilian has no intention of giving Franz the chance to renege on his arrangement. Suggesting that everyone leave *en masse* will also be rejected: people have already heard the tales from the immigrant workers of their homelands being destroyed and so want to stay to protect their homes from a potential attack.

INSIDE VORBERG

Vorberg is a fairly ordinary village inside the palisade, but it has four significant buildings alongside the usual cottages, workshops, gardens and a well. Relevant Tradecraft Focuses can provide details of architecture, age, upkeep and other generalities. Reveal to the players the four specific places in the village of Vorberg:

THE COWARDLY ORX: The Cowardly Orx is the home of Horst, Liselotte and Klaus; it is also a good place to meet the other men of the village.

SHRINE OF THE GOD-EMPEROR: The shrine to the God-Emperor is where Heinrich's widow, Enid, and Pastor Wilhelm are currently praying and seeking solace.

THE STEIGER HOUSE: The Steiger House is where Maximilian lives, but its ground floor is currently occupied by the women of the village, who have gathered there with their children. From the drawing room they are presided over, not entirely to their delight, by Maximilian's sister Beatte. This is also where Helena and Bibi have been brought to be plied with questions and to commiserate with.

LABORERS' QUARTERS: All foreign laborers keep to the Laborers' Quarters so as to avoid trouble with the natives, but some can also be found on guard at the palisade.

ASKING AROUND

The Characters have a number of investigative options. Maximilian, Waldmann and Andre are initially nowhere to be found after the bodies are brought back into the village: asking for them (from, say, Horst or one of Andre's guards) reveals that the three men have withdrawn in private to discuss options. In the meantime, there are other potential sources of information elsewhere.

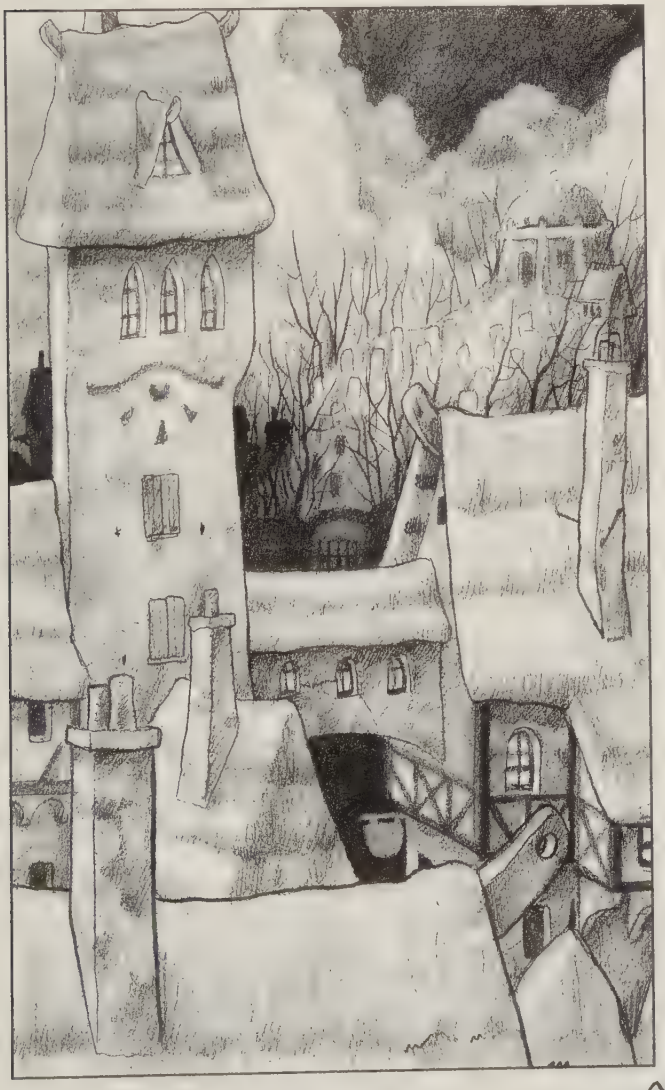
What the Characters learn will depend on what they ask, which will, in turn, depend on what they've already found out, so cooperation and networking will help. The information is given as a series of questions and answers, the answers organized by NPC and the location where they are most likely to be found. Getting answers from the NPCs should require Bargain and Rumor Skill Tests upon the part of the Characters, modified by the quality of the players' role-playing and the nature of the interaction: for example, the women are likely to confide more in a female Character, Horst would be flattered to have his bravery praised by a hardened warrior and Beatte will react poorly if she thinks Characters of a

Lowborn Social Class are showing insufficient subservience. As the GM, you should read out or paraphrase the given answers to the Characters' questions.

DEFENSIVE PROVISIONS: The Characters may enquire about the village's defensive provisions. They consist of little more than the local militia, comprised of both villagers and laborers, patrolling the palisade. In an emergency, they are to shout to a runner who is to ring a bell hung up outside the door of The Cowardly Orx. The men in the village will then gather with their weapons to be told what to do by Andre. Characters with suggestions for improving the system will be referred to Andre. Volunteers for sentry duty will be welcomed with a shrug, but they must use their own equipment as the village cannot spare even a fire-hardened spear while being besieged by 'bandits'.

THE COWARDLY ORX

The village's inn, run by Horst and Liselotte, is frequented by every male villager and occasionally the casual laborer with a little money to spend. Klaus is also here, insistent to make sure they know where their shared room is. It is small, but clean. There is no lock on the door, but it does contain a storage chest with a key that the Characters can borrow. Maximilian will make sure that their room is paid for and that they're fed for their time here in Vorberg.



Who Do You Think Was Responsible For The Attack On The Wagons?

Horst

"Bandits, probably, trying to snatch what they can and scare us into giving up more. It won't work – we've survived worse… much worse."

Liselotte

- "It's horrible, all horrible. My husband says it's bandits and not Mutants like Beatte and some of those filthy workers are saying. I keep saying: it doesn't matter anyway. Horst, Maximilian and the rest of the men will sort these people out. It's just such a shame about Dieter. Poor lad!"

Villager (Order-aligned Lowborn)

"It was bandits, wasn't it? That's what Maximilian says. Yeah, that's right – bandits."

What Happened Here Before Or Why Are There So Few Older Women?

Horst

"Ah, now that's a horrible story. Twelve years ago, the Mutants came and we thought we'd all had it. I was a younger man then and wanted to fight it out, but Heinrich said we had to hide the womenfolk first. I said it was too much of a risk, but Max agreed and his first wife, Johanna, led them up the Old Hill Road to the cave at the top of the Horned Monk. The road was overgrown and impossible to find, so he reckoned the Mutants would never find them there and they'd survive even if we were overrun. Pastor Wilhelm went for help. We didn't know whether he got through, but we fought as long as we could. I killed twenty of 'em myself! Finally, Max had the idea of bluffing the Orx Bigboss about help coming, and what do you know, the old dog did it! The Mutants ran for their very lives and that's why my inn's the way it's named. Pastor Wilhelm got back the next day with some troops and we all went to collect our women. But they were gone. I was lucky – my dear old mum had already passed and I wasn't yet married. But Max lost his wife and little baby daughter… Pastor Wilhelm never forgave himself."

Liselotte

She gives a similar account to her husband's story, but with even more exaggeration of his role.

Villager (Order-aligned Lowborn)

"Twelve years ago the Mutants came. We hid our women up in the cave on the Horned Monk and sent Pastor Wilhelm to Swanzi for help. But Maximilian is a slippery one: called the Orx Bigboss to a parley and said to him, bold as brass, that the army was coming and he should hop it before he got wiped out. That ol' Orx was terrified and off he went! But the Mutants found the women. Every single one of them. Don't like to think about what happened. Pastor Wilhelm got back with help one day late. He never forgave himself. Some of us have married since then as best we can, but we don't forget."

What Do You Think Of Maximilian, Heinrich Treumann Or Pastor Wilhelm Treumann?

Horst

"Max is the best a man could be. It's fantastic that he's finally found a lovely wife, just like I did. He wouldn't be where he is today without myself, of course, but I'm happy here with my inn and my 'Lotty, so I don't begrudge him his success."

"Heinrich was a good man to have by your side, although too stern at times."

"Pastor Wilhelm's a tragedy. He was the golden boy, completely devoted to the God-Emperor and everyone thought he'd become a real priest and go a long way. But not getting help in time turned him bitter. He started drinking and never left the village. He's always kept the shrine nice, though, I'll grant him that."

Liselotte

"Maximilian is a good man and a good leader of the village, but he couldn't do a thing without my Horst. If he'd listened a bit more to Horst and not to that tyrant Heinrich, we might not be in this mess.

"Heinrich? I don't know, but I'll tell you one thing: my husband never beat a woman black and blue."

"As for Pastor Wilhelm? He's just a drunk. I know he went through a lot, but so did Horst and he didn't fall apart."

Villager (Order-aligned Lowborn)

"Maximilian is all right. Brings a lot of money into the village, although I could do without the foreigners coming into work the land. It's good that he's marrying again. At least this one's too young to have much of a say – his first wife was a bit of a handful, may the Custodian bless her rebellious soul."

"As for Heinrich, I know it's not right to speak ill of the dead, but he was a bastard to the core. His wife would be glad to be rid of him if the old tyrant hadn't taken Dieter along. The boy was always a bit soft, but he didn't deserve a father like that. Or what the 'muties', uh… bandits did to him."

"Pastor Wilhelm's a sad case. He was the God-Emperor's favorite, no doubt, but never self-important or self-righteous about it. Martyr forgive me, but maybe if he'd been less devout he wouldn't have taken it so hard when he failed. No wonder he's bitter, but his boozing doesn't help."

How Are We Going To Get Out Of This Situation?

Horst

"Don't you worry. Max and I will work out a plan. Why aren't I talking to him now? I've got work to do here – Max knows that! He'll call me soon enough."

Liselotte

"Horst and Maximilian will sort everything out. Don't you worry."

Villager (Order-aligned Lowborn)

"We stay put. We defend our lands. Try running if you want – see how far you get."

SHRINE OF THE GOD-EMPEROR

The shrine is a small domed building, not particularly ornate, but neatly kept. It was built by Maximilian's and Beatte's father as part of his failed attempt to turn the Horned Monk into a pilgrimage destination. Gravestones surround it. The altar is covered in aging, mementos of the village's dead women and children. Prominent is a dusty, painted portrait of a woman and a three year-old girl with an epitaph, reading: 'To my Johanna and Katharina in grief and regret. – Maximilian'. Draped over the portrait is a talisman. Any Character who makes a (Routine +10%) Scrutinize Test will immediately recognize this talisman is the same as Waldmann wears around his neck. Any Character who has either Arcane or Divine Magick will be able to tell that this talisman has no Magickal properties. Johanna gave this to Maximilian on their wedding day, but he recently discarded it whenever he agreed to marry Helena.

Who Do You Think Was Responsible For The Attack On The Wagons?

Enid

- She weeps, "Does it matter? My little Dieter is dead and it's all my no-account husband's fault. I told him he was too young to go, but Heinrich wanted to make a man of him. A man?! Don't make me laugh! Real men keep their wives safe; they don't go around beating everyone they want to control and who's too weak to resist. Dieter was always looking out for his mama."

Pastor Wilhelm

"If Maximilian is saying it's bandits, then it must be bandits, right?" However, if spoken to alone: "You ever heard of bandits that did something like this? No. This is the God-Emperor's will. We failed Him and He is punishing us for our failure. This day had to come."

What Happened Here Before Or Why Are There So Few Older Women?

Enid

- She doesn't really know what happened then and isn't interested in discussing it. She grew up poor and was married to the relatively well-off Heinrich by her father when Heinrich showed he liked the look of her (even though she always found him disgusting).

Pastor Wilhelm

"It was twelve years ago. The Mutants came and Maximilian sent the women into hiding. We needed someone fast to get to Swanzi to fetch help and I volunteered. Thought I'd be the hero! I slipped out, managed to avoid the Mutant guards and reached the town, but I still failed. I didn't know how many Mutants there were and I wasn't able to persuade the authorities to put together a big troop. I was just a kid, not a politician. Eventually, a commander saw I was a preacher of the God-Emperor and recognized a brother in the faith. I remember riding out in front, guiding this army and thinking I'd be the big hero. But I wasn't. I was a fool."

What Do You Think Of Maximilian, Heinrich Treumann Or Pastor Wilhelm Treumann?

Enid

"Maximilian is a good man. A little too interested in money and not enough in people, otherwise he'd have noticed how rotten Heinrich was. But so long as my husband was running things well, I don't think Maximilian wanted to see what he did to me and Dieter."

She won't say much of Heinrich, asides reinforcing that he was a stern father figure to Dieter and not much of a husband.

"Pastor Wilhelm's always been too deep in his cups and nightmares about the past to care about the here and now, but it looks like he might have snapped out of it – he's been a great solace today."

Pastor Wilhelm

"Maximilian wants to be good, but he is weak. Like most ambitious men, he has a lot to lose and that turns you into a coward. He pays for it in his own way, I'm sure."

"Heinrich was my brother. Not a good brother – or a good husband or father for that matter – but he was my brother nonetheless. I pray that his soul has found the rest it never had in life."

How Are We Going To Get Out Of This Situation?

Enid

"What do you mean, get out? It's already too late for me."

Pastor Wilhelm

"We will pray and if needs be, fight. But always pray. We learnt once that mortal powers alone cannot help us."

THE STEIGER HOUSE

The Steiger House is the largest and fanciest building in the village, fitted out with expensive, carved wood paneling. It even has a fashionable drawing room, newly-built specially to receive Helena, but now where Beatte is holding court. Maximilian, Waldmann and Andre meanwhile have retired upstairs to the master library (in fact it is Maximilian's parlor, although there is

one shelf of ornately bound – but never read – books) to consult. When the Characters talk to the women in Maximilian's house (or whenever you feel it's appropriate) have them make a (Routine +10%) Scrutinize Test. Upon success, they notice that although the men of the village are of all different ages, almost all the women except Beatte are under the age of thirty years. Succeeding at a (Hard -20%) Folklore Test reveals that they are from this general region, but not the immediate locality: they've clearly married in from elsewhere (likely Swanzi).

Who Do You Think Was Responsible For The Attack On The Wagons?

Beatte

"My idiot brother's saying it's bandits? Don't be ridiculous. These are Mutants, you mark my words. I knew all that stuff about Max scaring them away last time was nonsense. If my brother did it, there was no way it was going to stick! I just hope I can help poor Helena."

Villager (Order-aligned Lowborn)

"Well, Maximilian is saying it's bandits. And Andre is backing him up. That Beatte is just a bitter old woman. Just because her husband died and left her penniless, that doesn't mean she has to take it out on her brother."

What Happened Here Before Or Why Are There So Few Older Women?

Beatte

"I wasn't here – I'd married out to my late father's business partner in Swanzi. But I know my brother all too well. Do you really think that useless lump could parley with the leader of the Mutants? Don't make me laugh! Martyr forgive me, but it wouldn't surprise me if he'd sold those women out in return for being left alone. I heard he'd had enough of Johanna by the end, although I can't imagine he wanted to lose his child Katharina as well. Why are the women so young? Ha! Why do you think old men marry young girls? Because they can!"

Villager (Order-aligned Lowborn)

"It was a terrible tragedy, what happened then. I hear they scared the Mutants off, but not before those creatures had taken their wives and babies. It's just too horrific to think about. We all made the best marriages we could. Sure, we'd all like someone who's young and can support us, but in the real world the two don't usually go together. These are decent men, for the most part. Enid drew the short straw."

What Do You Think Of Maximilian, Heinrich Treumann Or Pastor Wilhelm Treumann?

Beatte

"Max thinks he's the center of the world, but he's a failure, just like our father was. He'll never amount to anything. Trying to marry up is just the latest pathetic attempt to put on airs. I feel sorry for the girl, Helena – she's got proper breeding and he's just dragging her down."

"Heinrich had potential, but between that low-born peasant girl he married on the one hand and my brother on the other, he never got to use it. I think he had a soft spot for no-hopers. That's probably why he stayed by his drunk of a brother as well."

"Pastor Wilhelm is a drunkard, there's not much else to say about him!"

Villager (Order-aligned Lowborn)

"Maximilian is a gentleman. We've always felt a bit sorry for him, what with him losing his wife and baby daughter all those years ago. There'd been a bit of tension between him and Waldmann over taking over the business, but he always respected his son, maybe for his mother's sake, and anyway, Helena should solve any inheritance issues!"

"Heinrich was a vicious thug. Enid said nothing 'til now because she feared Heinrich would take it out on Dieter, but everyone knew what was happening. Occasionally, if she heard Heinrich had been drinking, she'd send Dieter to stay with one of us and she'd get beaten twice over: once for herself and once for the missing boy. Martyr help me, but if anyone deserved what was done to him, it was Heinrich."

"We don't see much of Pastor Wilhelm, because he's either in the temple, in his cups or sleeping it off. But by all accounts, he is different from Heinrich as day from night."

How Are We Going To Get Out Of This Situation?

Beatte

"Maybe my brother will buy them off like last time."

Villager (Order-aligned Lowborn)

"The men will come up with some plan. We'll fight alongside them, if we have to. We'll not let them get their hands on us or our children – not after what they did to Dieter and his father."

LABORERS' QUARTERS

Flimsy structures erected as dormitories for the foreign laborers, the Laborers' Quarters are set up against the side of the palisade, away from the center of the village. When not working (or on sentry duty), the laborers wile away their time here, drinking and gambling on small tables between the rows of cots. The surrounding palisade is a standard wooden affair, although poorly maintained. Most parts have a walkway along the inside, although breaks mean that it's impossible to walk the entire circuit without clambering down one ladder and up the next.

The Characters may enquire about the village's defensive provisions at the palisade. They consist of little more than the local militia, comprised of both villagers and laborers, patrolling the palisade. In an emergency, they are to shout to a runner who is to ring a bell hung up outside the door of The Cowardly Orx. The men in the village will then gather with their weapons to be told what to do by Andre. Characters with suggestions for improving the system will be referred to Andre. Volunteers for sentry duty will be welcomed with a shrug, but they must use their own equipment (as the village cannot spare even a fire-hardened spear while under besiegement by 'bandits').

Who Do You Think Was Responsible For The Attack On The Wagons?

Laborers (Order-aligned Lowborn)

- "They're saying it's bandits, but that's nonsense. No bandit does that to a little boy. My bet's on Mutants."

What Happened Here Before Or Why Are There So Few Older Women?

Laborers (Order-aligned Lowborn)

- "I don't believe half the things I hear about what happened back then. If they were so heroic, how come their women got snatched? Still, if you had the chance to marry over again, wouldn't you pick a nice young thing?"

What Do You Think Of Maximilian, Heinrich Treumann Or Pastor Wilhelm Treumann?

Laborers (Order-aligned Lowborn)

"Maximilian is a decent boss. Pays a fair wage and sometimes even stops by to ask how we're doing."

"Good riddance to Heinrich, though: we're workers, not slaves, and he didn't treat his little boy much better. It's just such a shame about that kid."

- "Pastor Wilhelm's a harmless drunk, really, but no fun to share a pint with – he just gets bitter and depressed and starts crying. Seems to have sobered up today, though. And not a moment too soon!"

How Are We Going To Get Out Of This Situation?

Laborers (Order-aligned Lowborn)

"We'll fight on the palisade, if it comes to it. That's the safest option. But there's no way we're sticking our necks out for a stranger, no matter how fairly he's treated us."

PART VI: THE PLAN

As the Characters start to wind up their investigations, or earlier if they've strongly insisted on seeing Maximilian or Andre, they will see Klaus running towards them. He insists they come with him to the Steiger House, because Maximilian wants to talk to them. He doesn't know anything more than that.

THE MEETING

The Characters are led through the ground floor, crowded with Helena, Bibi, Beatte and others and then upstairs to the master library where they see Maximilian, Waldmann and Andre sitting around a table. Maximilian is smoking a pipe. After tipping Klaus a few pennies and dismissing him, he beckons the Characters to come inside and sit. There is one fewer chair than needed, so Andre gets up and stands by the window instead. Maximilian introduces his son Waldmann again, even if the Characters have already met him, and explains that no one knows the woods like Waldmann does. He gestures his son to speak and Waldmann explains what they know so far:

As the Characters probably know, the story about the bandits is a lie – the convoy was attacked by Mutants (if the Characters somehow failed to work this out at the battlefield, this is the opportunity to rectify that);

When the bodies of Heinrich and Dieter were found, Waldmann was able to track their killers back as far as the Old Hill Road – he is sure the Mutants are camping in the cave under the summits of the Horned Monk, where they would be in a strong defensive position since that road is the only approach a large group could take;

There were no reports or even rumors of a Mutant band in the area – wherever they came from, they came directly to Vorberg, bypassing any other targets along the way. Otherwise, the road wardens of Swanzi would have reported it while they were there;

The only Mutants who are familiar with Vorberg and who know about the cave are the Orx who attacked twelve years ago and killed his mother and sister.

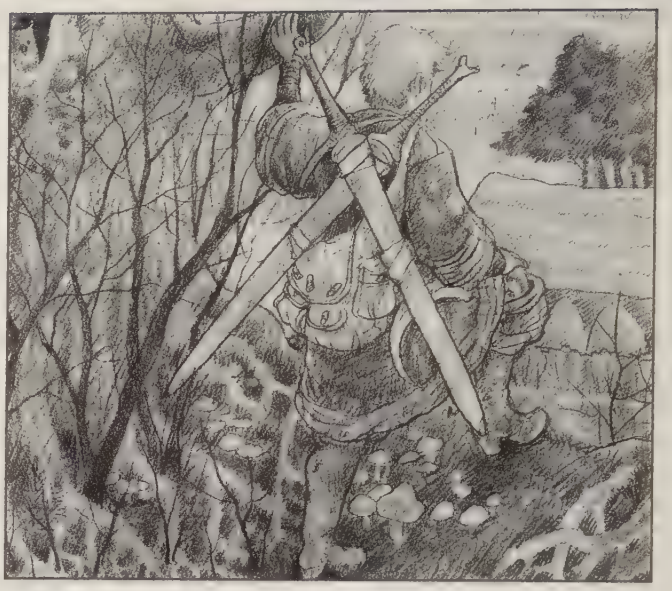
Characters should make a (Routine +10%) Awareness Test. On a success, they notice that all the time he's talking, Waldmann is playing with the talisman around his neck.

Any Character keeping an eye on Andre or who makes (Hard -20%) Scrutinize Test notices that while Waldmann is talking, Andre observes him intently, with a pained, emotional expression on his face.

After Waldmann has summarized what they know, he pauses to allow the Characters to ask any questions. Then, Maximilian has a proposal. He says they don't know why the Orx have come back and not sure why they haven't directly attacked like before. It could be that they are playing with the village, terrorizing them, or it could be that there aren't as many and so they are attacking as the opportunities arise. Either way, it is important to find out as much about them as possible: how many they number, who is leading them and so on.

Maximilian suggests that his son lead the Characters on a reconnaissance of the camp. Waldmann knows a secret way up the Horned Monk that's accessible by a small group and will bring them up behind the ridge, granting a view of the cave where the Orx are expected to be. Because the approach is around the side of the hill, the entire sortie should take a day. Once the Characters have come back with the information, they can collectively decide what to do. If they see a chance to undertake something, they should, of course, try it.

The Characters probably have questions, although at this stage neither Maximilian, Waldmann nor Andre have many answers. Andre and the guards have to stay in the village to help protect it if there's an attack, but Maximilian stresses how well his son knows the woods. Waldmann will modestly concede that he knows his way around. If the Characters try to ask for additional payment, Maximilian will look angry, his son disappointed and Andre regard them with utter contempt, but promises of an unspecified reward will be made.



PART VII: THE SORTIE

The Characters spend the night at The Cowardly Orx (paid for by Maximilian), but are woken by Klaus before first light. As they are awoken, they will not recover their Peril Condition Track completely, recovering only to Imperiled (treat this as if they were Resting in Unsafe Places, as indicated in **Chapter 9: Hazards & Healing**). Characters should now state what they are taking with them on the journey.

Going downstairs they see Waldmann and Andre breaking their fast together. As they enter the room, Andre says a few words to Waldmann, and laying his hand on his shoulder, leaves the building. A hot, nourishing breakfast has been prepared for the Characters and Klaus is an attentive server, both to them and to Waldmann, who often has a kind word for him.

WILDERNESS TRAVEL: INTO THE WOODS

As soon as they've finished eating, Waldmann leads them out into the first light. After leaving the village and a short walk through the fields, the party enters the forest. Characters who succeed at an (Easy +20%) Survival Test notice that this part of the forest is cultivated for firewood, fruit and for pigs to roam in. Light has dawned in earnest by the time they reach a charcoal-burner's cottage. The cottage is well-tended, but currently unoccupied: Waldmann goes to check on the owner, **Old Tom** and his wife **Lady Ursula**, but there's no sign of struggle so Waldmann assumes (correctly) they just went to Swanzi. Characters can search the cottage for items they might have forgotten or not have, although Waldmann will insist they leave payment on the kitchen table. You can make available anything you feel is reasonable. Suggestions include: rope, arrows, traps, torches, foodstuffs, smelling salts, tincture and laudanum.

OLD TOM & HIS WIFE

Old Tom is not really old – that's just a name traditionally given to whoever owns this cottage. Old Tom's wife, Ursula, is a herbalist and is given the honorific title of 'Lady', hence Lady Ursula. She tends to the village's sick and delivers their babies. In fact, Lady Ursula is the mother of Johanna.

Characters must elect to fill the Roles required for Wilderness Travel: Guide, Survivalist and Scout. Waldmann will act as a Guide. It will take about half a day to reach the Horned Monk, which is only a Short Stretch (requiring one Toughness Test per Character, regardless of whether they fill a Role or not). The route is considered to be Challenging Terrain. In addition, the journey to the Horned Monk is of absolutely No Danger from a Threat Level perspective. This is a Fail Forward Skill Test. Even if a Character fails or Critically Fails their Role Check as a Scout; instead, penalize the entire party with 1D10+1 mental Peril from anxiety of the danger ahead.

THE HORNED MONK

After the cottage, the forest turns wild and soon a natural rock wall rises to their right – the edge of the Horned Monk. They continue through the forest, keeping the wall on their right until, about two hours after they departed the village, Waldmann seems to disappear behind a rocky outcrop. As they follow him round, they can see a crack in the cliff face up which they can clamber to the summit, 6 yards above. Characters with Athletics (Focus: Climb) need not make a Skill Test. Others must succeed at a (Routine +10%) Athletics Test to keep from tiring from the climb. This is a Fail Forward Skill Test. Failing this Skill Test allows them to climb to the summit, but they suffer 1D10+1 physical Peril from hardship. Critically Failing this Test results in climbing up to the summit, only to suffer the aforementioned Peril and fall 6 yards. They must try again to climb up if so.

At this point, the party needs to determine a marching order (Waldmann goes first) and the Characters should tell you what weapons they have ready, but they will need one hand free to balance themselves as they climb. It's approaching mid-morning by this stage and the weather is getting warm. In addition, the slope is steep and uneven underfoot. Inexperienced outdoorsmen will be slipping and cursing their way up the hill. This will require no additional Skill Tests.

AMBUSH!

After about an hour of hard scrambling, Waldmann tells the Characters that they're almost at the tree line. Just beyond that is the ridge, from where they'll be able to look down on the Orx encampment.

At this point, have all the Characters make a (Standard +/-0%) Eavesdrop Test. Those who succeed hear someone following them. Those who Critically Succeed notice someone following them and hear movement up ahead (but further away).

If the Characters mention the noise behind Waldmann, he nods, whispers for them to stop and then slips away. If not, he tells them to stop and slips away on his own. A few minutes later they hear someone shout in surprise and see Waldmann drag the dim-witted Klaus out of the brush! Klaus has been following the party because Waldmann is his hero and he wants to help. He simply refuses to go back and any more vigorous attempt to persuade him runs the risk of provoking a loud outburst of rage. Let the Characters debate what to do with him with Waldmann, but Klaus won't go back alone and they have no one to spare to go with him, so ultimately he will have to come along. The Characters should determine where Klaus is going to be in the marching order.

Shortly after setting off again, the Characters glimpse gaps in the trees ahead: the tree line before the ridge. The Character directly behind Waldmann should then make a (Standard +/-0%) Awareness Test or an (Easy +20%) Awareness Test if they previously heard a noise up ahead. Upon a success, they see someone release an arrow towards Waldmann, providing a moment to react. If they push Waldmann out of the way with a successful (Challenging -10%) Coordination Test, the arrow still finds purchase, but Waldmann is Grievously Wounded and suffers from a *Cerebral Contusion* (refer to the Grievous Injury table in **Chapter 11: Game Mastery**). Otherwise, failure results in Waldmann being Slain! by the arrow. The shooter then makes a break for it up the hill.

COMBAT: SURPRISE TURN

The shooter is a Humanoid figure (a Boogan named Gregor, but do not inform players who or what Ancestry this figure is yet), somewhat under normal Human height and is 18 yards away. Allow the Characters to take one Surprise Turn in the Initiative Ladder. There is no need to generate Gregor's placement on the Initiative Ladder at this time. Note that due to the amount of cover, scrub and uneven land (otherwise Hard Terrain), any Attack Action is at a (Hard -20%) Difficulty Rating. If they cannot manage to subdue or kill Gregor on the Surprise Turn, a Chase Scene immediately commences.

CHASE SCENE: HOT PURSUIT

After the players all take a Surprise Turn, the shooter begins to flee, initiating a Chase Scene. There is only one Escapee (a Boogan), whose Movement is 9, [BB] is 3, and who has a Head Start. This is a Short Chase, set to 3 Rounds.

THICK UNDERGROWTH (COMPLICATION): Due to the Hard Terrain, it will snag and pull at the Character's boots. This is the only Complication you should introduce into the Chase Scene. Pursuers who meet this condition must succeed at a (Routine +10%) Coordination Test or trip and reduce their current Pursuit Value by -3.

FAIL TO CAPTURE THE SHOOTER: If the Characters fail to catch the shooter, Gregor (who is Johanna's half Orx child) warns his mother about them. Gregor's tracks cannot be found beyond the ridge, no matter what Skills or Magick the Characters may possess.

THE SHOOTER IS CAPTURED: Gregor's talisman prevents him from being killed, so he will probably end up as the Characters' captive. The shooter looks like a powerfully-built teenager, but his skin is sallow and his heavy brows are topped by a sloped forehead, which in turn tapers off into a head of sparse, greasy black hair. He has a pronounced underbite, so that two overly large, sharp teeth poke up over his top lip. His nose is snout-like and he has deep-set, black piggish eyes – more swine-like than Human.

Allow the players to speculate on what Gregor is. The description should leave open the possibility that he's an Orx, but something isn't quite right. Succeeding at a (Hard -20%) Folklore Test would indicate that he's likely half Orx and half Human and young in mind despite his adult body.

Gregor will have to be restrained and stopped from screaming somehow. If Waldmann is dead, then a devastated Klaus will have to be kept from killing him. If Gregor is searched or given medical attention, then the Characters find a talisman like Waldmann's. A successful (Challenging -10%) Incantation Test made by a Character who has either Arcane or Divine Magick will recognize the talisman as being potentially Magickal.

SOCIAL INTRIGUE: INTERROGATION OF GREGOR

Attempting to interrogate Gregor immediately triggers a Social Intrigue event. Treat Gregor as if he were Lowborn for purposes of role-play. In addition, he is of a Hostile Disposition. Characters should pull him away from the ridge, so that any cries cannot be heard by wandering or patrolling Mutants.

Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Guile or Intimidate for their Social Tactic will have a greater effect, these being favored Skills. Remember, before their Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do.

Gregor is just a kid. He'll be fiercely protective of 'Mother', but not very bright. He'll let slip various relevant comments if questioned, but give out more information for good role-playing and successful use of relevant skills:

> He'll keep threatening that Mother will 'zap' the Characters and that **Gwar**, a High Orx lieutenant, will eat them; he might also refer to his sister who will kill them with her lightning eyes;
>
> He claims there are 'hundreds an' hundreds' of Orx in their group. A successful (Routine +10%) Folklore Test will tell that it's unusual for Orx to use numbers beyond one, two, 'loads' and 'loads an' loads';
>
> He's very offended if called a Mutant, Goblin or Orx – Mother says he's better than them;
>
> If asked where he got his talisman, he'll refuse to answer at first, but then say Mother gave it to him;
>
> He doesn't know why they came to the village: Mother brought them here and she's always right, no matter what Gwar and the others say – after all, the stupid Orx normally fight each other all the time, but they not when Mother's in charge;
>
> Mother has told him that the villagers deserve to die, but he doesn't know more plans, just that they'll 'be sorry';
>
> He didn't like what happened to Dieter, because he liked him, but "*...Mother knows best*";
>
> If the Characters reconnoiter the camp later and ask about the stew, Gregor doesn't know anything about it. He says it's something Mother and Katharina take care of and it's only for the Orx.

It might occur to the Characters to use Gregor's and Waldmann's talismans to show them they're linked somehow. The Characters will have to go about this very cleverly for it to have a good outcome: even if they accept that the talismans must be from the same person, both parties will assume that the other has somehow robbed or exploited their Mother and become very angry and upset. A successful (Challenging -10%) Scrutinize Test will yield that both Gregor and Waldmann share some similarities in the way they purse their lips before they speak and share passing features which even at a cursory glance mean that they appear akin to one another.

PART VIII: RECONNAISSANCE

At some point, the Characters will have to do what they were sent for: reconnoiter the camp. They can get a partial view from the ridge down to the base of the peaks, where the camp is set up outside a cave, but in order to get a better look someone will have to sneak closer.

THE APPROACH

The camp is about 30 yards away and the slope is steep and overgrown with bushes (the Horned Monk is only 'bald' from a distance). The Characters sneak towards the camp in three, methodical stages and must succeed at a series of Stealth Tests to avoid getting unnerved during the approach or alert the Kobold patrols. There is one Kobold patrol that is guarding the slopes between the summit of the Horned Monk and the camp. It is equal in size to the number of Characters in the party. For the first two stages, each Character can only check for sight with Awareness Tests – it's too far out to make out any words. For the last stage, each Character must check for listening with an Eavesdrop Test. Tally up all successful Awareness and Eavesdrop Tests, counting Tests made with Critical Successes as three successes instead of one. You'll need these when referring to the tables below to indicate what is learned by the Characters, based on the totals.

30 YARDS OUT: Each Character must attempt an (Easy +20%) Stealth Test. This is a Fail Forward Skill Test. Success indicates they manage to sneak forward without alerting the patrols of their presence. If they fail, it doesn't spoil hidden movement, but they suffer 1D10+1 mental Peril. In addition, have them make a (Hard -20%) Awareness Test. Don't tell them what this is for yet; merely tally up the number of successful results from the Awareness Tests.

20 YARDS OUT: Each Character must attempt an (Routine +10%) Stealth Test. This is a Fail Forward Skill Test. Success indicates they manage to sneak forward without alerting the patrols of their presence. If they fail, it doesn't spoil hidden movement, but they suffer 1D10+1 mental Peril. In addition, have them make a (Challenging -10%) Awareness Test. Don't tell them what this is for yet; merely tally up the number of successful results from the Awareness Tests.

10 YARDS OUT: Each Character must attempt a final (Standard +/-0%) Stealth Test. This is a Fail Forward Skill Test. Success indicates they manage to sneak forward without alerting the patrols of their presence. If they fail, it doesn't spoil hidden movement, but they suffer 1D10+1 mental Peril. In addition, have them make a (Standard +/-0%) Eavesdrop Test. Don't tell them what this is for yet; merely tally up the number of successful results from the Eavesdrop Tests.

Tally up all successful Awareness and Eavesdrop Tests separately, counting Tests made with Critical Successes as three successes instead of one. You'll need these when referring to the tables below to indicate what is learned by the Characters.

CRITICALLY FAILED STEALTH TEST: Even if a Kobold patrol hears something, however, it may not understand what's happening. Any attack is expected to come uphill from the foot of the Horned Monk rather than downhill from its summit and anyway, things frequently move in the undergrowth or dislodge from the slope anyway. If a Character Critically Fails a Stealth Test, the Character suffers 1D10+1 mental Peril and they may have drawn the attention of a Kobold patrol. Both the Character and Kobold patrol will make Opposed Tests. The Character should make another Stealth Test at the same Difficulty Rating as the one they failed – so if the Critically Failed Stealth Test was made at **10 Yards Out**, it be another (Routine +10%) Stealth Test against the Kobold's (Challenging -10%) Awareness Test. The Kobold's Difficulty Rating will be the opposite of the Character's. Be sure that the player reports their Characters Degrees of Success, so you may compare it to the Kobold's result.

If the Character wins, the Kobold patrol dismisses the sound as unimportant. If the patrol wins, it has spotted the Characters and no matter the distance between it and the Characters – either 30, 20 or 10 yards away – will immediately engage the Characters. These Kobolds are particularly stupid and headstrong; rather than dashing downhill to raise alarm back at the camp, they believe by killing the Characters and returning their corpses to the camp afterwards will please Mother and impress the High Orx Gwar. Klaus will cower and hide during this attack.

MUTANT ENCAMPMENT

You should adjust the number of Kobolds in the camp, according to the strength of the party. There should be far too many to tackle en masse, but few enough that they could divide their forces in a way that gives piecemeal strikes upon the part of the Characters a chance of success. Add a number of Low Orx, equal to the number of Characters and three additional Kobolds per Low Orx. Note also that Johanna is not an experienced military commander, so let her make mistakes should the Characters attempt to engage them into a fight. It is highly recommended that you use the Underling Rules from **Chapter 12: Bestiary** for the Kobolds both in the camp and on patrol.

Refer to the table below to give out different information, depending whether the party's Skill Tests were simply Successes or Critical Successes. Depending on how many Characters successfully made their Awareness Tests, it lends further insight:

One successful Awareness Test: a rough figure for the number of Mutants in the camp.

Two successful Awareness Tests: as above, plus a rough figure for the numbers of Kobolds and Orx;

Three successful Awareness Tests: as above, plus they can make out some activity – some are packing equipment, some are eating and there are no fights breaking out among them;

- Four successful Awareness Tests: as above, plus they can see that the Kobolds are divided into groups, each ordered about by one Low Orx. They are very disciplined. There are also three figures (one noticeably bigger than the others) at the center of the camp, outside the cave and centered around a cauldron;

Five successful Awareness Tests or more: as above, plus they can determine the exact numbers for the Kobolds and Low Orx and that the group at the center consists of two Humans and a High Orx. They can make out the activity in detail: each group of Kobolds is taking turns to have breakfast from the cauldron; as one group eats, another prepares to move out and another seems to be about to sleep. All appear very disciplined;

Six successful Awareness Tests or more: as above, plus they can see that the two Humans consist of an older woman and a younger woman. They are serving stew from the cauldron to the Orx and the Kobolds. The Humans aren't restrained and the older woman seems to be telling the Mutants what to do. Both women are wearing a similar talisman, strikingly similar to the one found in the Shrine of the God-Emperor back in Vorberg (the same as Waldmann's and Gregor's as well).

Once any Character is **10 Yards Out**, then they can overhear the Mutants' conversation:

One successful Eavesdrop Test: they understand that the Orx are telling the Kobolds to eat up their stew and arranging guard duties and patrols;

Two successful Eavesdrop Tests: as above, plus they make out exactly where the guards will be and can hear references to 'mum and her lovely stew'.

Three successful Eavesdrop Tests: as above, plus they can make out the local common language being spoken by the older woman, although at this distance it cannot be understanding what she is saying;

- Four successful Eavesdrop Tests: as above, but while they cannot specifically hear what the older women is saying, they can tell from her tone that the woman is berating the High Orx, calling him an idiot and making references to 'newcomers' and 'until nightfall';

Five successful Eavesdrop Tests: as above, plus they understand that the older woman (who is referred to as 'Mother') is berating the High Orx for having left his post early the day before;

Six successful Eavesdrop Tests or more: as above, plus the two women discuss the Horde's battle plans. This includes reports from the Horde's scouts that people might have slipped into the village before sundown. The High Orx, who's called **Gwar** by one of the women, is ordered not to leave the road until nightfall. Lastly, they hear the older woman address the younger, saying, "Katharina, to go look for Gregor – he's wandered off again."

'MOTHER KNOWS BEST'

The stew contains an herbal concoction called Mother Knows Best. Anyone who eats it must make a (Hard -20%) Resolve Test. Upon failure, the victim regards whomever he thinks made the stew with filial loyalty. They'll follow her instructions and defend her to the hilt. This does not make them stupid, anymore than a son's loyalty to his mother makes him stupid. Indeed, they won't necessarily agree with what they're asked to do and may even object. Ultimately though, 'family' comes first. The effect lasts for a day and is renewed automatically if the victim eats more stew before the end of that period. If not, the effect gradually weakens, starting with a more conditional loyalty in the second day, to reluctant consent in the third and finally freedom on the fourth, after which the Character gains a +10 Base Chance to their Resolve Tests in the future to Resist the effects of the stew.

LAY IN WAIT

If a Character waits to observe a little longer, have them specify roughly how long (a few minutes, several minutes or longer – although they can change their mind at each stage and leave):

- After a few minutes, half the Mutants leave the camp and move along the Old Hill Road under Gwar's leadership;

- Over the course of several minutes, another quarter of the Horde's numbers follows in a series of small groups, each under the command of a Low Orx (they're going to set up sentry posts);
- A few moments later, the remaining quarter of the Horde's numbers is divided between a few guards and the rest who sleep;
- If the Character stays longer, Katharina starts to walk in the direction of the Character!

Should the Characters leave before Katharina starts heading their way, they sneak away without alerting her and causing her to raise the alarm and may head back to Vorberg to report what they saw. If however, Katharina is on the move, their position becomes much pricklier. The Character must sneak away from the camp in three, methodical stages and must succeed at a series of Stealth Tests in order to avoid becoming unnerved as they move away and avoid Katharina. The first Stealth Test is (Standard +/-0%), the second (Routine +10%) and the final one is (Easy +20%). These are Fail Forward Skill Tests.

Failure doesn't necessarily spoil their hidden movement, but instead inflicts 1D10+1 mental Peril. A Character that Critically Fails their Stealth Test suffers 1D10+1 mental Peril and immediately alerts Katharina that something is amiss. She is actively looking for Gregor, but does not know that the party is on the Horned Monk, so will assume that the noise or movement that caught her attention was made by Gregor. So she will clamber up the slope, calling out to Gregor – or in this case, the Characters – in an exasperated manner.

PART IX: GIRL, INTERRUPTER

At this point, the party has a number of options. Strictly speaking, the Characters only have to return to Vorberg and report, but by now they should have worked out by now that Waldmann's mother is the head of the Orx WAAAR! Horde and she is the one who besieging the village. Remember, too that Maximilian has told them to take action if they have an opportunity to do so. This should all require discussion, but if that drags or begins to go around in circles or if you otherwise feel it would be dramatically appropriate (for example, if the Characters still haven't discovered that there's something unusual about these Mutants), then they are interrupted by Katharina's arrival.

PLAYTEST NOTES

Obviously, depending on what the party's Scout did, Katharina may be on the way anyway or even ahead of them. Adapt the encounter appropriately.

ESCAPE KATHARINA: Katharina has no reason to suspect that anyone hostile is on the upper slopes of the Horned Monk and in searching for Gregor, she is calling out his name. The party will be aware of her approach and will have one opportunity to escape before she spots the Characters. If all of the Characters succeed at an (Easy +20%) Stealth Test, they take action to hide before she can spot them (giving that Character a Surprise Turn if they initiate combat). If a Character fails their Stealth Test, then Katharina automatically spots them at about 10 yards out. She will cast *Trackless Step* and then sneak away to warn Mother.

COMBAT: FIGHT KATHARINA

If the Characters fight Katharina, they will find her a more dangerous opponent than she looks, but they should be able to dispatch her. Fortunately, the sounds of battle will not carry down to the camp unless the Characters are foolish enough to engage her near the ridge. Note that the Magick in Katharina's talisman was used up when she was four years old: if the Characters do something that would kill her, then she's dead! Klaus will cower and hide during this attack.

SOCIAL INTRIGUE: INTERROGATION OF KATHARINA

If they capture her, she turns out to be a tougher nut to crack than her half-brother, but also knows much more about her mother and the village. Treat Katharina as if she were Lowborn for purposes of role-play. In addition, she is of a Hostile Disposition. Katharina cares about Gregor,

so threatening him will net a bonus to their parley as will pointing out the parallels between the fates of Dieter and the children twelve years ago.

Follow the normal rules for Social Intrigue as a Complex Exchange, but in this case, those who pick Charm or Intimidate for their Social Tactic will have a greater effect, these being favorable Skills. Remember, before their Characters fully commit to the Social Intrigue, let the players discuss with one another what they want to accomplish, how they wish to accomplish it and the risks associated with what they agree to do. Katharina knows that:

- Her father betrayed the women and infants twelve years ago;
- Heinrich was part of the betrayal and deserved what he got;
- Before they die, the villagers are to feel the same terror the women did before they all died;
- The stew pacifies the Mutant host;
- Her mother will lead the Mutants to glory (in this case, Katharina isn't so sure – she's trying to reconcile the spirits' promises to her with not having to take the leadership from her mother; in fact, she knows that the tribe's numbers have been heavily depleted since her mother changed the Horde's purpose to fulfilling her crusade of vengeance.

The most effective way of getting Katharina's help, however, is using Waldmann's talisman to prove that he survived the original attack. (If Waldmann is alive, he will also be willing to believe she is his sister when he sees her talisman and thus also begrudgingly accept Gregor.) Katharina has fond early memories of him and if he is alive, she will be eager to tell her mother. If not then she will be horrified at what has happened. In any case, she will be willing to act as the go-between in a parley. With a successful (Easy +20%) Scrutinize Test, a Character will realize that Katharina, Gregor and Waldmann all share many physical similarities, such as the way they purse their lips before they speak, their eyes are spread apart and facial structure – even at a cursory glance, they appear akin to one another.

PART X: RESOLUTIONS

In the end the Characters have a wide range of options as to what to do next. You should have an idea as to the NPC's motivations to craft an appropriate, morally complex and maybe even moving resolution. There follow some suggestions, which you should adapt and combine as needed.

RETURN TO VORBERG

Going back as a whole group is an option if Waldmann is alive, as it isn't safe to leave him behind. The other problem is that the Characters probably hold Gregor and possibly Katharina captive. They can chose to take the captives back to the village with them or some of them can stay behind with the captives and Waldmann. This should be an incredibly unnerving, perhaps dangerous prospect; if they elect this option, those Characters who stay behind must succeed at a (Challenging -10%) Resolve Test or be subjected to Terror once their companions are out of sight.

If some of the party stay behind and Katharina has not yet come looking for Gregor, then you might have this happen while the others are away, switching between the two halves of the group when each reaches a cliff-hanger in their part of the story.

IF WALDMANN IS ALIVE: If Waldmann is alive, they can take the hidden path back to Vorberg. It will take about half a day to reach Vorberg along the same path. There isn't any need to use Wilderness Travel again, however have each Character make a (Standard +/-0%) Toughness Test to make it back before the Mutant Horde arrives at the village. This is a Fail Forward Skill Test. If successful, they make it back to Vorberg to warn the others in time. If they fail, they still make it back in time, but are exhausted, suffering 2D10+2 physical Peril from the trip. If any Character Critically Fails this test, the Character not only suffers 2D10+2 physical Peril, but the party will stumble across Gwar and a band of Orx on their way to burn Old Tom's cottage down.

IF WALDMANN IS DEAD: If Waldmann is dead, they will have no choice but to take the Old Hill Road. Refer to the same guidelines as per **IF WALDMANN IS ALIVE**, but the Toughness Test is (Challenging -10%) instead. If any Character Critically Fails this test, the Character not only suffers 2D10+2 physical Peril, but the party will stumble headlong into Gwar and a band of Orx setting Old Tom's cottage ablaze.

OLD TOM'S COTTAGE

Gwar and the Mutant warband are burning Old Tom's cottage down *en route* to the road to Vorberg. The Character with the highest Awareness value and Gwar must make Opposed Tests. The Character should make a (Routine +10%) Stealth Test against Gwar's (Challenging -10%) Awareness Test. Be sure that the player tells you their Character's, so you can compare them with Gwar's results.

If the Character wins, Gwar and his warband remains unaware of the party's presence and so continue to set fire to the cottage. If Gwar wins, he and the warband will fight the party to the last man. Not even Gregor or Katharina will be able to quell Gwar's rage at their perceived treachery. Gwar is a High Orx and his warband consists of a number of Low Orx equal to the number of Characters. This will be a difficult fight and the Characters will probably have to sacrifice Fate Points if they survive. This is by design in order to emphasize how dangerous Gwar and the other Orx are. Alternatively, the Characters may wish to run away. In this case, Gwar and the Orx will give chase, but for too long. They want to scare the Characters and thus the villagers behind the palisade at Vorberg. Plus, the remainder of the Horde's forces will eventually catch up with the Characters after they've ran back to Vorberg. Thus there is no need to use the Chase rules here, but any Character who flees Gwar and the other Orx must succeed at a (Challenging -10%) Resolve Test or be subjected to Terror as they flee through the forest in the dark. Any Character that Critically Fails this test also suffers 1D10+1 mental Peril.

Note that Gwar is covered in a disease called Orx-molt and the Characters will contract it if they are made to Bleed or suffer any Injury from Gwar's attacks. See **Chapter 9: Hazards & Healing** to learn more.

BACK IN VORBERG

The nature of the Characters' reception when they eventually return to the village will strongly depend on what news they bring. The villagers will gather around them as they arrive and pester them with questions about Waldmann and his absence. Whatever they answer, the Characters will soon be asked to join a private meeting with Maximilian and Andre in the master library. If Waldmann is dead, then both will be emotionally shattered, although it takes a successful (Standard +/-0%) Scrutinize Test to notice this in Andre's case. If Waldmann lives, then their first priority will be getting him back and Andre will personally lead his guards on a mission to do so. While the others are putting together a stretcher for Waldmann, Andre will ask to be taken up the Horned Monk to reconnoiter the camp for himself.

ANDRE'S COUNSEL: When deciding what to do, Andre will advise that the decapitation of the tribe is the best course of action on the theory that without leadership, the Mutants will move on. He will order all the men armed and onto the Palisade, leaving either Juergen or the wounded Waldmann in charge of the village's defense. He will take command of the other guards and join the Characters in climbing back up above the camp on the Horned Monk where he will order the Characters to perform the decapitation of the Horde's leadership. Of course, by now – or in the course of this mission – Andre may learn more about Johanna, Katharina and their history than the Characters had previously (perhaps by capturing Katharina if she hasn't been captured already). If Waldmann is dead, then Andre will dismiss any thoughts of parley or similar and just want to kill (although he'll justify it by pointing to Dieter's death as evidence that Johanna can't be reasoned with). If Waldmann is alive, Andre might be persuaded to behave differently.

EXPOSE MAXIMILIAN

Even if the Characters have found out the truth of what happened twelve years ago, publically accusing Maximilian of his 'crimes' will not get them anywhere. They simply won't be believed, except perhaps by Enid – Beatte will turn on any stranger who accuses her brother – and should they persist in their accusations, they may find themselves mobbed by the villagers and thrown over the palisade, just the Orx WAAAR! Horde arrives outside the gates. Even Pastor Wilhelm will keep silent out of renewed shame, but that night will go back to the bottle.

Likely, this will be the inevitable end of the Characters. Be sure to explain the risks of public accusation and using what you've learned from this adventure to set up a Social Intrigue event to handle this option.

PLAYTEST NOTES

During one playtest, the Characters were able to successfully convince the villagers that Maximilian had sold out the womenfolk. However, this came a day later after returning to Vorberg, once Johanna and the WAAAR! Horde were at the village gates. In horror, the villagers took shelter inside the Cowardly Orx, and as the Orx burned the village, the old timers of Vorberg manhandled Maximilian into the kitchens where they tore him limb from limb. This left the immigrant workers and the younger villagers to flee over the walls of the palisade where they were duly met with the deadly swords of the Orx.

During another playtest, the Characters headed for Swanzi where they arranged with Franz Raffke to return to Vorgberg with reinforcements. However, upon returning to Vorberg, they found it surrounded by the WAAAR! Horde with the villagers huddled inside. The Characters managed to broker a deal with Johanna to expose Maximilian and bring Horst before the Horde, in exchange for leaving the village unmolested. Agreeing, the Characters went inside Vorberg and exposed Maximilian's and Horst's betrayal to the villagers. An angry mob dragged Maximilian from Steiger House with Horst in tow, throwing them both outside the village. Maximilian was then taken back to the camp, while Horst was disemboweled in front of the entire village. Johanna even told the Characters that should they ever find themselves back in the area, the WAAAR! Horde could use 'a few good men such as yourselves'. A dark turn of events, to be certain.

GREGOR AS BAIT

If the Characters have Gregor with them when they return to the village, and nothing Gregor says will be believed. Maximilian will order him locked in a tiny cage for examination later.

KATHARINA: WILD CARD

If the Characters come back with Katharina, then a different scenario is possible. Katharina is clever and will remain silent unless the Characters have a plan that requires her to speak. She will, however, take any opportunity to kill her father Maximilian without regard to her own safety – assuming she isn't privy to some other plan. However, both Maximilian and Pastor Wilhelm will recognize her – she looks too much like her mother – and depending on how the Characters play the situation, Pastor Wilhelm may gather the courage to expose Maximilian. Even so, the village will be split down the middle, between those who believe Maximilian and those who believe Pastor Wilhelm. The internecine fighting that follows might make the village too weak to resist the Mutants. Alternatively, you might rule that the village turns against Maximilian, who is abandoned by Horst in fear and by Andre in disgust. Pastor Wilhelm will implore Maximilian to confess and repent his sin, but Maximilian will refuse and be chased into his house, where he is burnt alive by the villagers for his crime against the womenfolk twelve years ago.

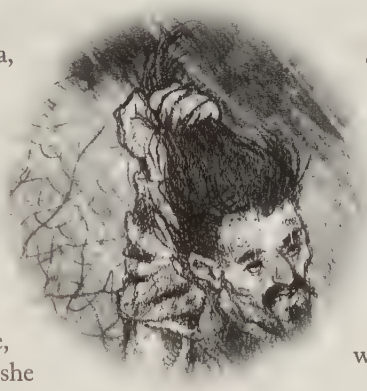
PARLEY

This is the most obvious option if the Characters have captured either Katharina or Gregor. If they have both, they can use one as a go-between or to ensure safe passage for a Character envoy, while the used is kept as a hostage. Any Character who enters the camp will be offered stew by Johanna (see **'MOTHER KNOWS BEST'**). Again, pointing out that Waldmann is still alive, or that he was until Gregor killed him, is probably the best way of persuading Johanna not to order an assault on the village. However, there is one point over which she will not relent or negotiate –she must see Maximilian suffer and die. She will also demand guarantees from the Characters that any agreement will be adhered to, perhaps by holding one of the Characters hostage.

PLAYTEST NOTES

PARLAY was an option chosen in one of many playtests. One Character went with Katharina to parley with Johanna and became her advocate after eating the stew, but Johanna was devastated when she discovered that one son had killed the other. She agreed to leave the village in peace, so long as the Characters delivered Maximilian to her for 'trial'. The Characters returned to the village, and after telling a distraught Maximilian of his son's death, persuaded him to visit the grave. Once there, they notified Johanna and handed him over after a stand-off between the entire Orx WAAAR! Horde and Andre's guards. Helena inherited Maximilian's property and Franz used the threat of exposing the Characters as Mutant collaborators to get out of paying them their reward.

DECAPITATION!



The Characters may try to assassinate Johanna, assuming that she's the one who cares about the village and so without her the Mutants will go elsewhere. There is some truth to this, but only if Katharina is killed – or is already dead – as well. If they only kill the mother, then the tribe's spirits will tell Katharina that the time has come to fulfil her destiny. Her first goal will be to avenge her mother and no parley will be possible, partly because of her rage and partly because she will have committed herself entirely to the tribe and the spirits. Simply killing Johanna, in other words, will make the villagers' situation worse.

In any case, assassinating one or both is possible, but difficult. It would have to be done during the day, because at night the Mutants are at their full strength and can see in the dark. During the day though, both Johanna and Katharina are awake and often in the cave which has only one entrance. Disguise – perhaps Magickal disguise – would likely be essential in getting into the cave, and even then the chance of getting away is slim. A safer option would be to shoot one of the two from some point on the slope above the camp (see the rules for **THE APPROACH**, as above). Any strike like this will initially confuse the Mutants and it will take some time for the Mutants to arrange a proper pursuit, but on the other hand the Characters will probably have only enough to take one shot at either Johanna or Katharina.

TERROR AGAINST TERROR

Combat-hungry Characters might want to fight a guerrilla war against the Mutants. This might look like suicide, but it has a better chance of succeeding than is immediately apparent. The Kobolds vastly outnumber the Low Orx and aren't terribly courageous. Remember, the Kobolds use the *Underling Rules* from **Chapter 12: Bestiary**. Things have been going poorly for the warband for some time anyway and only the stew is keeping them loyal to Johanna. In addition, Gwar is not happy with the current conditions and would gladly take over himself.

Should the Characters manage to sow fear and terror within the tribe by organizing selective ambushes, psychological tricks etc., then confusion would reign. Somehow interfering with the daily ration of Mother Knows Best would also very quickly divide the tribe. Some would remain loyal to Johanna, but Gwar will mount a *coup* against her in short order. Katharina, with her loyalties divided between her mother and the whisperings of the spirits, will act indecisively and too late to stop Gwar from killing her mother, taking command of the tribe and leading it on an assault of Vorberg. In one night, the fields will be plundered and the village burned in an orgy of destruction before moving on.

EPILOGUE

The possible outcome to the situation in Vorberg fall into three or four broad classes, each of which implies a different epilogue. The Characters could fail to stop the Mutants; they could get rid of them without uncovering and exposing Maximilian's crime or they could both get rid of the Orx WAAAR! Horde and expose Maximilian. There is also the question of whether Waldmann survived.

If the Characters fail to stop the Mutants, but themselves survive, then they've probably been forced to flee Vorberg. After a terrifying pursuit and trek through the forest, they eventually reach Swanzi; bruised, battered and perhaps fewer in numbers than when they set out. Conscience-stricken Characters might try to fetch help. Unless they're very well connected, this will take some time. In any case, they arrive back to see carnage on the road. Driven to desperation, the villagers tried to break out of Vorberg and make their way to Swanzi, but were hacked down as they sallied forth. You may wish to let Andre somehow survive and have him haunt the Characters' steps as he seeks vengeance for the death of his beloved. A mix of guilt, shame and frustrated professional ambition will also make Franz eager to avenge his daughter.

With luck however, the Mutants are. If Maximilian is alive and was neither betrayed nor exposed, then he pays the Characters the agreed amount plus triple to escort, along with Andre and his guards, to recover the hemp and haul it back to Swanzi over several days. There, the Characters can collect Franz's share of the reward. Andre and his guards then bid them farewell and return to Vorberg to complete their contract.

Blackmailing Maximilian is unlikely to work: witnesses are either compromised (Johanna and Katharina) or a known drunk (Pastor Wilhelm), and any other evidence requires someone to vouch for its authenticity. Only the word of extremely well-connected Characters might be believed over Maximilian's. Given their likely failure to persuade anyone of Maximilian's guilt, the Characters are likely to have simply just made an influential enemy for themselves (earning them the *Nemesis* Drawback).

If Maximilian is killed or disgraced, then Andre, the guards and the Characters (along with the now unemployed immigrant laborers) escort Helena back to her father, Franz. He will duly pay the Characters his half of the reward – and no more – and even if he learns that the Characters parlayed with the Mutants, then he will refuse to pay them at all. If both Waldmann and Maximilian are dead, then Helena inherits Maximilian's properties. If Waldmann is alive, then

he sells them to her soon after at Andre's urging and he and Andre leave Vorberg together. You may have the Characters encounter the two of them at some later date.

The Characters might also meet the Orx WAAAR! Horde again. Perhaps they might hear wild rumors about a Bigboss who is not really an Orx, but an ordinary Human woman. This **Joan of Orx** – whether Johanna or Katrina – is either said to be a tragic Human serving girl who was betrayed by her aristocratic lover or their daughter who has taken her mother's name in tribute. To avenge the betrayal, 'Joan' has united a hundred Orx WAAAR! Hordes for the greatest incursion into settled lands in over a century.

Lastly, if the Characters parleyed with the Mutants, this might somehow become known and they find themselves the target of vicious rumors and even witch hunters.

REWARDS FOR COMPLETION

In addition to the 100 Reward Points you give at the end of each game session, the players can earn the following rewards for their Characters. Give these Reward Points and Reputation Points at the conclusion of the adventure.

PART I: THE WEDDING

- Good role-playing at wedding (for example, taking part in a competition): 20 RP
- Impressing Maximilian and/or Franz: 10 RP
- Successfully calming the two men down: 10 RP

PART II: THE JOURNEY

- Good role-playing on the journey: 10 RP
- Befriending Andre: 20 RP

PART III: THE BATTLEFIELD

- Each piece of information deduced without help: 10 RP

PART IV: ARRIVAL

- Taking care of Helena without prompting: 10 RP
- Speaking to Waldmann/Beatte/Pastor Wilhelm: 10 RP
- Assessing the significance of Waldmann's talisman: 10 RP

PART V: INVESTIGATION

- Investigating on their own initiative: 20 RP
- Investigating at Bibi's request: 10 RP
- Finding out what happened twelve years ago: 20 RP

PART VI: THE PLAN

- Posing good questions: 10 RP

PART VII: THE SORTIE

- Hearing Klaus: 10 RP
- Hearing Gregor the first time: 10 RP
- Saving Waldmann: 20 RP
- Catching Gregor: 10 RP
- Finding Gregor's talisman and realizing its significance: 20 RP
- Questioning Gregor: 10 RP

PART VIII: RECONNAISSANCE

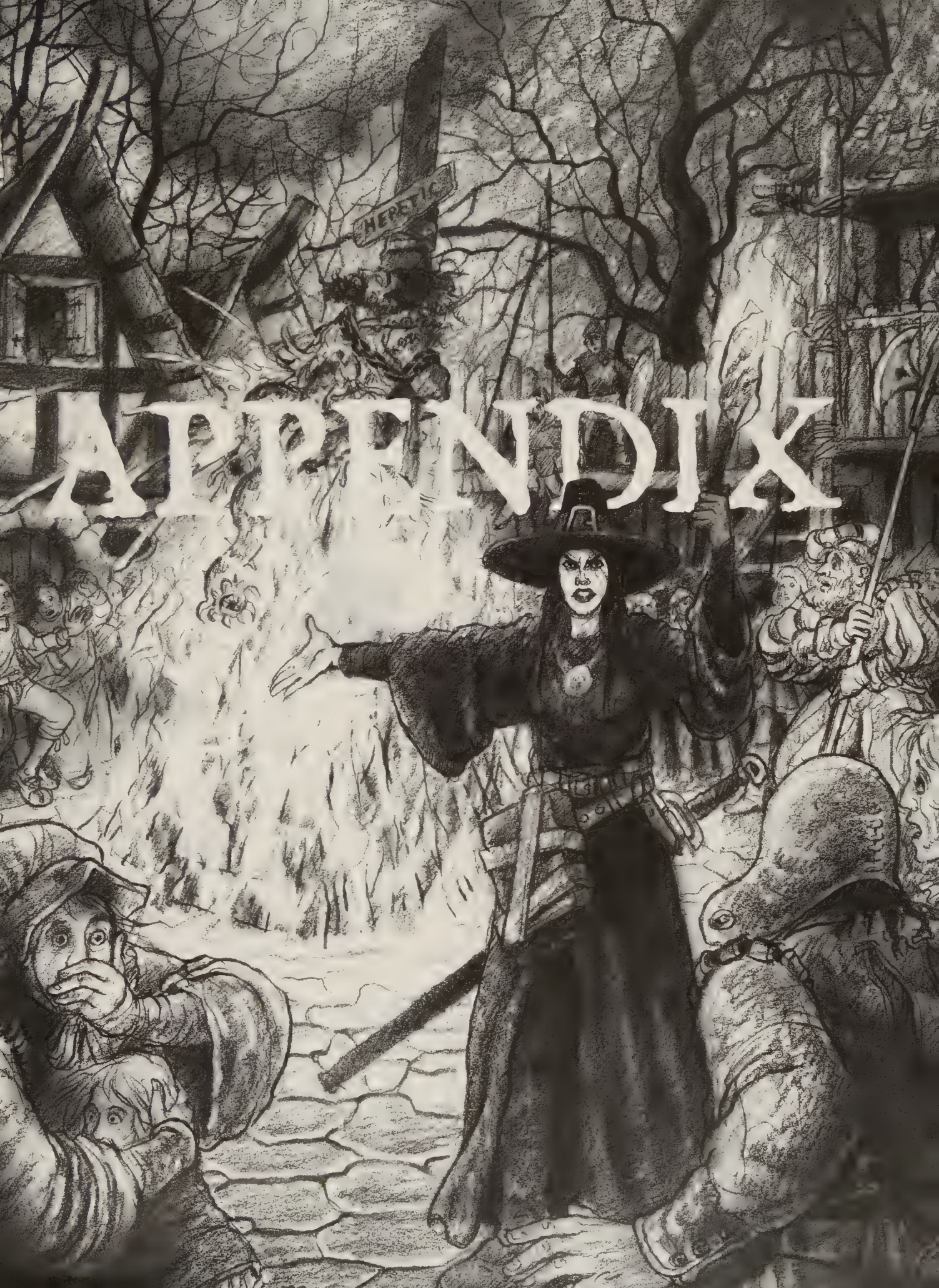
- Sneaking up to the camp: 10 RP
- Gathering information on the camp through observation: 10 RP
- Gathering information on the camp through listening: 10 RP

PART IX: GIRL, INTERRUPTOR

- Capturing Katharina: 10 RP
- Successfully questioning Katharina: 20 RP
- Getting Katharina to join their side: 30 RP

PART X: RESOLUTIONS

- Participated in the resolution: 1 Reputation Point per Character



APPENDIX

DAMAGE CONDITION TRACKER

CHARACTER	LIGHTLY WOUNDED	MODERATELY WOUNDED	SERIOUSLY WOUNDED	GRIEVOUSLY WOUNDED	SLAIN!	NOTES

CHASE SCENE TRACKER

CHARACTER NAME

BRAWN BONUS BB

ESCAPE CONDITION IN ROUNDS

ROUNDS	Escape/Pursuit Value	Escape/Pursuit Value	Escape/Pursuit Value	Escape/Pursuit Value	Escape/Pursuit Value	Escape/Pursuit Value	Escape/Pursuit Value
1							
	+	+	+	+	+	+	+
2							
	+	+	+	+	+	+	+
3							
	+	+	+	+	+	+	+
4							
	+	+	+	+	+	+	+
5							
	+	+	+	+	+	+	+
6							
	+	+	+	+	+	+	+
7							
	+	+	+	+	+	+	+
8							
	+	+	+	+	+	+	+
9							

CHASE SCENE COMPLICATION: DECREPIT MANOR & UNDERCITY

D100	DECREPIT MANOR COMPLICATION	DIFFICULTY RATING
1 to 8	A former tenant has returned to their ancestral home. Taking measurements for rehabilitation, they ask if you'd mind waiting for them to finish their work. If you choose to help, you'll lose your next Turn, but have the eternal gratitude of the watch (which you can turn in for a favor later).	(Easy+20%)
9 to 16	A rabid pack of dogs snarl and growl at you. Snapping at your clothing, they manage to grab your pant leg. You must succeed at an Athletics Test to escape their grasps or else lose your next Turn.	(Standard+/-0%)
17 to 25	As you are rushing towards the door your quarry disappeared behind, it slams shut on your hand! You must succeed at an Athletics Test or else suffer an Injury of a Jammed Finger. Once this is resolved, the door rattles, falling off its hinges.	(Hard -20%)
26 to 33	Old buildings such as these are often both the litter and the warren of hundreds of rats. You've just stepped ankle-deep into their warren below the floorboards. You must succeed at a Coordination Test or else reduce your Escape or Pursuit Value by -1	(Trivial+30%)
34 to 41	Rushing at breakneck speed, you come to a dead stop where the floor simply gives out into the yawn of darkness below. You must succeed at a Resolve Test or else be made victim to Stress.	(Routine+10%)
42 to 49	Somehow, a wayward orphan has weaseled their way into the butler's pantry. However, the rope that controls a dumbwaiter ascent is frayed, as the orphan screams for help. You must help or else suffer 3 Corruption.	(Challenging-10%)
50 to 58	The floorboards break beneath of you, threatening to trap your leg! You must succeed at a Coordination Test or else lose your next Turn.	(Arduous -30%)
59 to 67	The manor has become the home of a belligerent old man. Encroaching upon his living space has set him off into a tirade of insults and threats. You must succeed at an Intimidate Test or be drawn into a fistfight. You lose your next Turn and move one step down the Damage Condition Threshold (albeit not suffering any Injury).	(Hard -20%)
68 to 76	The walls of the room threaten to collapse on you, as the sound of groaning can be heard all around. You must succeed at a Survival Test or lose your next Turn.	(Routine+10%)
77 to 85	Unruly peasants bear pitchfork and torches outside the decrepit manor home. Demanding their unpaid wages, they perhaps mistake you for the tenant. Unless you toss 1D10+1 brass pennies to these pitiful wretches, you will lose your next Turn.	(Standard+/-0%)
86 to 92	While rushing down a set of stairs, a splinter of wood catches on your clothing. Your coin purse is instantly ripped! You must succeed at an Awareness Test or 1D10+1 random coins fall from your pockets, unable to be found again.	(Challenging-10%)
93 to 100	You have somehow found yourself amidst a labyrinthine hallway. A number of adjacent halls leads towards other chambers; you know your quarry ran this way, but which hallway did they take? You must succeed at a Scrutinize Test or else suffer 2D10+2 mental Peril from confusion and anxiety.	(Easy+20%)

D100	UNDERCITY COMPLICATION	DIFFICULTY RATING
1 to 8	A confusing set of tunnels stretches before you and you're certain that your quarry ran down one. But which one? You must succeed at a Scrutinize Test or else suffer 2D10+2 mental Peril from confusion and anxiety.	(Easy+20%)
9 to 16	A desperate, aristocrat's bride has lost her ring and is searching for it in the sewers. She's sobbing, insisting that you help her look around (as her manor home drains directly onto where you're standing). If you chose to help, you'll lose your next Turn but have the gratitude of this woman (which you can turn in for a favor at a later time).	(Easy+20%)
17 to 25	A group of hungry and downtrodden sewer dwellers attempt to accost you, demanding coin. Unless you toss 1D10+1 brass pennies to the under dwellers, you will lose your next Turn.	(Standard+/-0%)
26 to 33	A horrendous burbling echoes within the drainage ditch's pipelines. A thick, sludge-like fountain of water sprays upwards, covering you in sewer slime. You must succeed at a Resolve Test or else reduce your Escape or Pursuit Value by -1.	(Trivial+30%)
34 to 41	A number of gong farmers are steadily scrubbing and plunging away at a clogged sluice drain. They insist you must wait until they finish to get by, but it could be an hour until they're done. You must succeed at an Intimidate Test or lose your next Turn.	(Routine+10%)
42 to 49	A poor, unwashed baby has been flushed down the drain from above! Squalling, it is left helpless to sewer rats that threaten to eat it. You must help or else suffer 3 Corruption.	(Challenging-10%)
50 to 58	A sewer inspector (or a bailiff), insists you knocked their important papers out of their hands into the waters. Ruined, he demands that you pay a fine. Unless you toss 1D10+1 brass pennies to the vexed tax collector, you will lose your next Turn.	(Hard -20%)
59 to 67	A stir of disorienting echoes throws you off the trail of your quarry. You're not really certain which direction to go, unable to see your companions. You must succeed at a Navigation Test or be made victim to Stress.	(Routine+10%)
68 to 76	Accompanied by a roar, a river of sewer water blocks your pursuit! You must succeed at an Athletics Test or else lose your next Turn.	(Arduous -30%)
77 to 85	Ahead of you stands a rusted portcullis, meant to keep detritus from flowing backwards into the city's fountains. However, it seems to be slowly closing due to downward-flowing water! You must succeed at an Athletics Test or else lose your next Turn.	(Standard+/-0%)
86 to 92	Something wet and slippery wraps around your arm from the darkness of a nearby sewer drain! You must succeed at an Athletics Test or else suffer an Injury of a Hyperextended Elbow. Once this is resolved, you pull forth an undulating tentacle, from a beast never to be seen again.	(Hard -20%)
93 to 100	You slip and take a fall into waist deep water with night soil floating atop it. As you slosh around, trying to find your belongings, you realize your coin purse is floating beside you. You must succeed at an Awareness Test or 1D10+1 random coins slip into the foul water, unable to be found again.	(Challenging-10%)

CHASE SCENE COMPLICATION: MARKETPLACE & MOUNTAIN PASS

D100	MARKETPLACE COMPLICATION	DIFFICULTY RATING
1 to 8	A desperate, aristocratic woman has lost her child in the marketplace, but doubtlessly is nearby. You must help or else suffer 3 Corruption.	(Challenging-10%)
9 to 16	A pedlar, dressed in brightly dyed clothing, accosts you along the way, insisting that you stole one of his goods. You must succeed at an Athletics Test to escape his grasps or else lose your next Turn.	(Standard+/-0%)
17 to 25	A prisoner has escaped from a nearby watchtower! They're coming your way, chased by a number of guards, ordering you to stop them. If you choose to help, you'll lose your next Turn, but have the eternal gratitude of the watch (which you can turn in for a favor later).	(Easy+20%)
26 to 33	A Pyromancer displays a colorful fountain of flash, pyromantic green flames which extends into the air. It captures both the minds of the passerbyers and potentially you, in wonderment. You must succeed at a Resolve Test or lose your next Turn.	(Routine+10%)
34 to 41	A strangely disgusting stench emits from where you just stepped. You realized that you've ran right through a large pile of horse manure. You must succeed at a Coordination Test or else reduce your Escape or Pursuit Value by -1.	(Trivial+30%)
42 to 49	As you rush through the city streets, you forget to hold onto your coinpurse. You must succeed at an Awareness Test or 1D10+1 random coins fall from your pockets, unable to be found again.	(Challenging-10%)
50 to 58	Between them and their quarry, a throng of doom-saying fanatics are whipping themselves and others in a show of piety. You must succeed at a Resolve Test or else be made victim to Stress.	(Routine+10%)
59 to 67	The road ahead is blocked by hostlers, unloading a wagon of several hogsheads of mead. As you break between the laborers, one of the barrels begins to roll after you! You must succeed at an Athletics Test or else suffer an Injury of a Twisted Ankle. Once this is resolved, the barrel breaks open, spilling forth its golden goodness in the street.	(Hard -20%)
68 to 76	While running, your attentions are captured by a rather beautiful person of a gender you find attractive. However, they're attended by a rather beefy-looking suitor, who catches you watching their significant other. You must succeed at an Intimidate Test or be drawn into a fistfight. You lose your next Turn and move one step down the Damage Condition Threshold (albeit not suffering any Injury).	(Hard -20%)
77 to 85	While sprinting at breakneck pace, they hear a disturbance from around the corner. A moment later, a runaway horse comes galloping towards them! You must succeed at a Coordination Test or else lose your next Turn.	(Arduous -30%)
86 to 92	You are accosted by a band of beggars. Unless you toss 1D10+1 brass pennies to these pitiful wretches, you will lose your next Turn.	(Standard+/-0%)
93 to 100	You have lost sight of your quarry and are faced with a hard choice - take the left alleyway or the right? You must succeed at a Scrutinize Test or else suffer 2D10+2 mental Peril from confusion and anxiety.	(Easy+20%)

D100	MOUNTAIN PASS COMPLICATION	DIFFICULTY RATING
1 to 8	A band of lost souls upon pilgrimage have somehow found themselves waylaid in the pass. Desperate and hungry, they beg you for coin. Unless you toss 1D10+1 brass pennies to these wayward pilgrims, you will lose your next Turn.	(Standard+/-0%)
9 to 16	A foolish yet handsomely rich merchant needs your help placing his trunks atop a rented coach. If you choose to help, you'll lose your next Turn, but have the eternal gratitude of the merchant (which you can turn in for a favor later).	(Easy+20%)
17 to 25	A loud noise echoes from the cliff side above. Rocks and a mass of small rocks tumble downward, threatening your pathway. You must succeed at an Athletics Test to escape the minor rockslide or else lose your next Turn.	(Standard+/-0%)
26 to 33	A number of hearty bushes grow between the rocks. Bare of all leaves, your coin purse catches upon it, as its contents spill forth. You must succeed at an Awareness Test or 1D10+1 random coins fall from your pockets, unable to be found again.	(Challenging-10%)
34 to 41	As you quickly come around a switchback, the road nearly gives out from beneath of you. You must succeed at a Coordination Test or else lose your next Turn.	(Arduous -30%)
42 to 49	The voice of a shepherd boy can be heard from below the road. He is yelling for help with a pregnant goat that stuck down the precipitous slope. You must help or else suffer 3 Corruption.	(Challenging-10%)
50 to 58	From the recesses of a small cavern wanders a black-furred mountain cat. Its hair stands on end and it threaten you with a loud growl. You must succeed at a Resolve Test or else be made victim to Stress.	(Routine+10%)
59 to 67	Hardy mountain folk dwell in these regions and they do not brook passersby and other wayward folk near their camps. Invariably, you've drawn their ire. You must succeed at an Intimidate Test or be drawn into a fistfight. You lose your next Turn and move one step down the Damage Condition Threshold (albeit not suffering any Injury).	(Hard -20%)
68 to 76	The pathway gives out from beneath you and you slide down a good eight feet. Bouncing off a rock, you land on your feet. However, the boulder you rolled over is now rolling after you. You must succeed at an Athletics Test or else suffer an Injury of Bruised Ribs. Once this is resolved, the boulder comes to a dead stop before continuing its descent downwards.	(Hard -20%)
77 to 85	The pathway is riddled with scree and rocks. Every step you take threatens to hurt your feet. A number of pebbles have already affixed themselves into the heel. You must succeed at a Coordination Test or else reduce your Escape or Pursuit Value by -1.	(Trivial+30%)
86 to 92	You are caught between a rock and a hard place. Literally. Afraid you'll never be able to free yourself, you must succeed at a Resolve Test or else suffer 2D10+2 mental Peril from confusion and anxiety.	(Easy+20%)
93 to 100	You frantically scramble up the cliff side, trying to keep your cool. If you lose your grip, you'll lag behind the others trying to climb their way back up. You must succeed at a Resolve Test or lose your next Turn.	(Routine+10%)

WILDERNESS TRAVEL TRACKER

STRETCH TYPE & DESTINATION	# OF TOUGHNESS TESTS			TERRAIN TYPE	THREAT LEVEL			
	1	2	3		NO DANGER	MILDLY (1D6)	MODER-ATELY (2D6)	HIGHLY (3D6)

CHARACTER & ROLE (GUIDE/SURVIVALIST/ SCOUT)	ROLE CHECK RESULTS				TOUGHNESS TESTS			
	SUCCESS	CRIT SUCCESS	FAIL	CRIT FAILURE	#1	#2	#3	#4

WILDERNESS ENCOUNTERS

D100	WILDERNESS ENCOUNTERS	BADLANDS
1 to 8	Bad Boar	An ancient albino boar lays beneath a rock for shade. Twelve arrows jut out from his body, as it is Grievously Wounded. However, it seems to speak the common tongue. What does it say and will the Characters attempt to put it out of its misery?
9 to 16	Dark Hole	Just off the path, a low moaning can be heard. Unmistakably the groaning of the wounded, it may attract any who are of good heart or charitable spirit. Unfortunately, it is the wind rushing forth from a deep, cavernous hole in the ground. Perched upon its crests are strange shapes; are they shadows, imp-like monkeys or something far worse?
17 to 25	Dogs of War	The Characters have the extreme misfortune to bump into a band of bored, drunk and belligerent sellswords, lead by a grizzled old woman. Are they looking for a fight or a new master to serve?
26 to 33	Dust Storm	For a few hours, small tornados of wind pick up dust. However, it goes from annoying to harmful. The party must seek shelter, but unbeknownst to them, an anchorite dwells within the nearest cave and demands that they pay him for the trouble.
34 to 41	Explosion	A loud bang can be heard nearby. Just behind a large hill are twelve stones, positioned in a perfect circle. They are covered in scorch marks and softly smolder. The stench of rotten eggs and sulfur wafts all around.
42 to 49	Gruesome Ritual	Lying within a glade are the bones of the dead. Spread out in a circle, radiating from the center with eight leg bones, it seems to spell trouble. Eight censors still burn incense from them, which could only mean the demonologist who erected this gruesome dodecagram must be nearby...
50 to 58	Hey You!	Atop a nearby plateau, a woman in ragged clothing waves her hands, yelling for the Characters to approach. At the foot of the mesa lays a number of broken barrels, which smolder and burn. They can see a number of ropes dangling by her feet. What does this woman want and what's up with the barrels?
59 to 67	Incoming	An arrow shivers, striking a nearby tree. Someone hollers nearby, yelling, "Incoming!", but just a bit too late. Atop a tree stand is a person covered in furs. But upon closer inspection, it appears to be a beast with humanoid hands. It takes aim one again with a bow, towards the same tree as before...
68 to 76	Leader of the Pack	For a number of hours, a pack of large rodents has followed in the wake of the party. Picking up the crumbs of their food, they even attempt to nest among the camp. Whistling, however, seems to draw their attentions. Is this for good or ill?
77 to 85	Roving Army	A horde of armed horsemen races across the countryside. Going anywhere near their reach will enrage them, whereas walking in their wake will cause a massive cloud of dust to rise, choking the party.
86 to 92	Terrible Omen	For several hours, a murder of crows has nested in the trees near one of the Characters. What ill-omen does this tell? Dispelling such oddities would likely require climbing up the tree and speaking to the lead albino raven.
93 to 100	Terrible Weather	Lightning may lance out, a terrible lashing rain may pour down or a freak winter storm breaks overhead unseasonably. Oppressive and torrential, this bad weather persists for several hours. Characters must find shelter immediately. If the Characters take cover in a cave, perhaps they stir a sleeping bear or other terrible monstrosity? You decide.

D100	WILDERNESS ENCOUNTERS	HAUNTED WOODS
1 to 8	A Terrible Joke	A preacher, a diabolist and a courtier walk into the forest. The preacher says something to the diabolist in a language he cannot understand, as the courtier agrees with the preacher. The courtier immediately draws a knife and puts it to the preacher's throat. The diabolist asks the Characters to translate.
9 to 16	Crumbling Watchtower	A thin, lean tower of wood and stone dominates the nearest precipice, nearly indiscernible from the tall pine trees surrounding it save its ragged banner. Once served by loyal soldiers, it now plays host to refugees on the move. Likely, they will defend their position to the death, but could they be reasoned with instead?
17 to 25	Dance of Death	In the middle of a glade, a number of tired folk in ragged clothes dance around a wooden idol of the Crouching One. Sitting upon a log is a very aged man, with a beard down to his boots. He plays a weather-worn violin. The dancers wordlessly continue their dance of death, despite being emaciated and near death. Can the Characters stop this and how?
26 to 33	Garden of the Dead	Nestled at the end of a well-worn footpath is a graveyard. A number of mourners, armed with shovels, are digging up a grave as a preacher watches nearby. Fresh flowers are placed before the tombstone, which would indicate that they must have passed recently. Why are they digging up the grave? Does the buried yet live? Or they grave robbers?
34 to 41	Guilty As Charged	A pair of rough-looking bailiffs drag a poacher out of the woods. The animal he "poached" was clearly the same animal one of the Characters took a shot at before, as their arrow is jutting out of the deer's body. However, the poacher has no bow to be found.
42 to 49	Open Crypt	A set of stone crypts has been opened by tomb robbers. However, the corpses of the would-be looters lay in a pool of their own blood, warm to the touch. A yawning darkness stands before them within the threshold. What's inside?
50 to 58	Overgrown Path	The road ahead is overgrown as if a jungle suddenly sprouted from the ground. The vines are vestigial, easily torn aside, and once parted reveal a strange pod hanging from the confluence of vines, beating to the same rhythm of a Character's heart.
59 to 67	Poachers	A band of poachers exits the woods. These huntsmen have all manner of game upon them; deer, rabbit and even fox. They'll agree to share their kill with the party, providing they won't rat them out at the nearest watch station.
68 to 76	Quagmire	Deep mud, a swamp or quicksand bogs down travel. It mires those within it and makes travel by any conveyance nearly impossible as Characters must dig themselves and their pack animals out.
77 to 85	Rogue Justice	Half-submerged in mud stands a knight with sword in hand. Opposite him is a pair of women are armed with burlap sacks full of rocks. Watching over them is a strange druid. What sort of justice is this and will the Characters attempt to interrupt?
86 to 92	Windfall	Half-buried, but exposed to the party, is a cache of brass pennies, silver shillings and gold crowns. The coins are contained in a box, demarcated with the sigil of a local lord or count. Do they turn it in or keep it for themselves?
93 to 100	Witchhammer	Crows fill the sky, circling the remnants of a bonfire. An odiferous, wretched stench wafts through the air. In the center of the ashes is a thick pike, spitted upon it a smoldering corpse. Whether this is truly the mark of diablerie or not is unknown.

D100	WILDERNESS ENCOUNTERS	MOOR
1 to 8	Abandoned Carriage	A wheelhouse coach carrying markings of local nobility is found turned over in the mud, the horse's throats cut and the wheels dismantled. The coachman and the passengers are nowhere to be seen. Leading from the thrown open door are multiple pairs of footprints leading deep into the moor; right behind those are a pair of larger, more monstrous prints.
9 to 16	Blue Flowers	Strange blue flowers grow in the middle of a shallow pond that are supposed to be a healing agent or an aphrodisiac. Or, was it poison? Unbeknownst to them, they also mark the place where a bog wight is buried.
17 to 25	Bog "Monster"	As morning comes, a low burbling groan comes from the waters as the creature moves through it. Later, as the party settles at camp, the groaning can be heard again, but it's coming from the darkness. Walking into camp is a half-naked man with a severed boar's head in hand. He affixes it adopt the crown of his head. What happens next?
26 to 33	Demesne of Despair	Caught in a raging storm, the Characters seek shelter at a nearby manor house. Upon gaining entrance, the find the owner is an obsessed and crazed lord, believing he is eternally haunted by the ghost of his lover. At the stroke of midnight, the Characters hear a spectral moaning coming from outside on the moor.
34 to 41	Foul Tar	The Characters come across a tar pit that is host to the remains of many corpses. In the middle of the pit is a fantastically crafted sword jutting from the ichor. The Characters feel an almost siren call to reach for the blade.
42 to 49	Grandma's Hut	A dilapidated hut is found deep in the moor, its resident being an old woman and her feline companion. She claims to be a white witch and medicine woman, offering the Characters a strange toadstool as a token of friendship. If imbibed, the toadstool will cause both paralysis and wild hallucinations.
50 to 58	Lost Child	A child is found huddling under an outcropping, dirty but unharmed. The child does not speak, but seems grateful for any assistance the Characters can offer. However, the shallow cave the child dwells within is full of humanoid bones... some rather fresh.
59 to 67	Mooo(ve)!	A herd of wild cattle move at a desperate pace, attempting to escape a small but vicious dog. It yaps incessantly, but its owner cannot be found anywhere nearby. Upon closer inspection, one of its eyes smolders red. What is this demon dog?
68 to 76	Pound of Flesh	A wayside inn off the beaten path welcomes the party. Although small, its proprietor, his wife and four adult children are pleasant and welcoming. The stew is sumptuous and hearty. However, a congealed mass floats within it. Is it merely a bit of thick gristle or a mashed eyeball?
77 to 85	The Marsh	For several hours, the Characters' progress has been hampered by a swampy mess. Mud sucks at their boots and a thick mist seems to rise ever worse as the day draws on. When night falls, twinkling motes of light seem to draw the Characters deeper into the marsh, but to what end?
86 to 92	Toad and the Blood Fly	Bloated flies buzz incessantly around the party's foodstuffs. Large toads usually keep these insects in check and it is only a matter of time until they show up...
93 to 100	White Hart	Through a copse of trees, one Character spots a proud stag: the rare and extremely lucky white hart. The creature scampers off as a band of Fodderlings stampede after it, hungry for meat.

D100	WILDERNESS ENCOUNTERS	OLD ROAD
1 to 8	Abandoned Inn	After a long day on the road, the party at last comes to a tall, two-story roadside inn built with thick pine planks. From its chimneys billow smoke and inside bread bakes in the oven and a hearth crackles within, but there are no inhabitants inside, save for the trappings they left behind sealed in foot chests in their rented rooms. Where is the innkeep?
9 to 16	Diseased Children	Playful laughter can be heard from just inside woods along the road. Under the canopy are a number of diseased children, running amongst a number of gravestones. An old woman wearing a painted wooden mask, seems to be watching.
17 to 25	Fleeing Man	A thin man, who's clearly been tarred and feathered, runs towards them with arms flapping wildly. A trail of white feathers flutters in his wake. Is he clucking or is is screaming about a mob in tow?
26 to 33	Heretic's Shrine	Just off the road stands a strange, primitive shrine to a fertility goddess. A stone statue depicts her form, with four swollen dugs while jade piglets suckle at the nipples. Several offerings have been made before it in a wooden bowl; a sheaf of wheat, a small cameo and even the severed hoof of a goat. Will the players choose to steal the offerings or loot the jade piglets? And if so, what curse will they suffer or what guardians will they summon?
34 to 41	Knight of Pedigree	Guarding an arched bridge is a woman in shining, silver-like armor. With her lance in hand, she will not let any pass unless they best her in combat or reason with her. Sneaking by her will be a chore, as she'll chase down the weakest and hold them hostage.
42 to 49	Mysterious Corpse	Laying dead center of the road is the desiccated and bloated corpse of something horrific. It appears to be a man (or woman) outwardly, but the chest has burst open, revealing a green, bilious ichor. If they disturb the corpse, something writhes with the cavity.
50 to 58	Pedlar and Thief	The clattering of iron pots and baying of a mule can be heard down the road. Slowly crawling up the hill is a trader and his pony, drawing a two-wheeled cart laden with all manner of goods upon it. He seems friendly enough, however his wife will set to pilfering as much coin as she can from the intrepid travelers.
59 to 67	River Crossing	A swift current from a creek or floodplain blocks their way forward. They must wander further to find a place to ford. Perhaps along the way they come to a bridge patrolled by corrupted reeves or even a troll?
68 to 76	Rusted Gibbets	A metallic groaning is heard, as a man marked for death is trapped inside an iron cage. Upon his forehead is carved "innocent". He will beg the Characters to release him, in exchange for promise of his only treasure or skills in the art of war.
77 to 85	Sacked Burg	Various farmsteads and steadings have been ransacked, but by whom? Likely, they can be found amongst the dead, picking at whatever remains. Grisly and desperate, these cynical opportunists are not likely to put up with anyone else attempting to steal what 'rightfully' belongs to them.
86 to 92	Theater Troupe	A troupe of actors has stopped by the roadside and is unpacking their colorful wagon to set up their stage for the evening. Perhaps they spin a yarn of unrequited rivalries or a former flame? Should they spend too much time here, the Characters will fall asleep, only to awaken some hours later. The troupe and their wagon will be long gone, leaving no traces and seemingly vanished into thin air.
93 to 100	Throng of Flagellants	Wearing nothing but rags, emaciated zealots walk with crooked backs. Dragging behind them a massive wooden idol of a foreign god, they sing in low voices of the menacing threat to come. First among them is a woman with exposed breasts; perhaps a willing temple harlot or even a woman accused of heresy.

D100	WILDERNESS ENCOUNTERS	RIVER
1 to 8	Aporcalypse Now	Standing in the middle of an outcropping of land is a fat sow of a Barrel-bellied Orc, from whose teat suckles a single human babe. Across the way, a number of well-dressed merchants with spears in hand are swimming across towards the island, with violence in their eyes. One among them is shaven from head to toe, as a number of human heads strong around the end of his trident.
9 to 16	Called to the Water	The river boat bumps into what first appears to be a dead log; however, upon closer inspection, it is revealed that the log is a water-bloated corpse. The waterway ahead is littered with the dead, but they show little to no sign of injury. Many are dressed in the same rough-spun grey cloth that is the garb of the Leviathan's adherents.
17 to 25	Dmitri Jones' Locker	The Character's ship begins to leak. As a matter of fact, thirteen holes are flooding the boat with river water. Suddenly, something large and green can be seen swimming beneath. One of its wet, undulating tentacles wraps around the masthead, pulling itself out of the water.
26 to 33	Dock of Horrors	The Character's come across a strange site: the remnants of several ships strapped together and tethered to the shore. This makeshift platform is dotted with colorful tents and haunting music drifts along the shore, while a large sign reads "The Fantastic Gregor's Floating Carnival". As the party ventures past the sounds of the barkers and the food stalls, they notice all the workers have a devilish mien and the 'Tent of Freaks' is a little too bizarre.
34 to 41	Fork in the River	Caught betwixt a swiftly-flowing part of the river and an overgrown, languid branch that could potentially put them down river safer, which will the Characters decide to take? If they go through the roughs, it could be dangerous. However, the other fork could potentially take the down an uncharted part of the river.
42 to 49	It Came From Below	Swimming underneath the boat are hundreds upon hundreds of stir pikes. They nibble at the bottom of the boat, seemingly cleaning it of barnacles. However, it is only then that they realized that a bloated body is beneath. Drawing the corpse to the deck shows the corpse is somehow still alive. Is it a long-lost friend of the Characters? Or, perhaps it is one of the Supernatural. You decide.
50 to 58	Mournlimb	From a hidden cove, a band of peg-legged veterans aboard a swift-going river ship approaches. Their skiff is entirely festooned with paper lanterns as minstrels occupy the ship's wheel. They beg the Characters to join them to celebrate Mournlimb, the holiday of those who lost their leg, arm or nose in the war. Is this a ruse to lure in the naive or is it an honest proposal?
59 to 67	River Eddie	A fellow named Eddie is attempting to get his skiff out of an eddy on the river, but without much luck. His paddle is halfway down river, while his boat is spinning out of control, round and around. In the middle of the eddy, a strange, undulating thing of the deeps can be seen.
68 to 76	River Rats	A travelling bard troupe, all holding different instruments, is standing on the deck of their ramshackle boat that has been stuck in the mud. They ask to board the Character's ship, as they are headed the same direction. They smell terrible, smoke an acrid tobacco from pipes and stink of ale.
77 to 85	The Bridgeman Cometh	A toll gate normally stands near the river to collect tax from passing vessels. However, it has been reduced to rubble. In its place is a sign, written crudely upon a plank of wood stating 'RIVIR CLOSD. PAEE TOWL TROL 2 GIT INN'. A lumbering figure seems to be looming near it, holding a rather nasty-looking spiked club. Calling itself *Frank*, he motions for the Characters to moor their ship at a nearby sandbar. Do they comply?
86 to 92	The Silk River	A strange barge from the far east is encountered by the Characters. Painted in deep colors and hauling goods such as spices and silk, they offer to trade with the party. All the members of the barge look battle-worn and many sport intimidating back tattoos of terrible dragons. Do these traders have honest intentions or are they looking for something else?
93 to 100	Up Yours	A band of river wardens aboard a swiftly-moving skiff are demanding that the party drops anchor. Beneath their tattered cloaks, the party can see the look of bedevilment in their eyes. Are they truly river bailiffs or merely Mutants playing their part? Either way, their crossbows are aimed at the party, which could spell their doom.

D100	WILDERNESS ENCOUNTERS	TAIGA
1 to 8	Dark Was The Night	Terrible, lashing weather overtakes the party which is forced to find shelter. While waiting for the storm to pass, one Character tells the story of the 'Howlbear'; a terrible beast whose presence snuffs out light and who can summon terrible storms. Just then, the party's campfire flickers out and dies...
9 to 16	Hungry Pilgrim	A pilgrim of the Winter King is found starving and begging for food, though he bears a tattoo on his chest that reads 'the strong shall overcome.' Do they feed him or let his faith be his nourishment?
17 to 25	Overlook Valley	During a particularly bad storm, the party finds refuge in a small burg beneath a large mountain. Ruled over by a charismatic but desperate lord, the lord's child seem to hold some unknown dark power that leaves the populace terrified. No matter where the Characters go, the child always seems to follow them – and his father becomes more and more deranged by the minute. Could the child be the real ruler or is something stranger happening?
26 to 33	Refugees of War	The Characters come across a disheveled group of northern refugees, fleeing their lands that have been overtaken by the maw of the Abyss. They beg the party to lead them to shelter. While they converse, the bellow of war horns can be heard echoing from the mountains.
34 to 41	Sanguine Gridiron	Cresting a large hill, the Characters come across a valley where a band of Humans and Orx seem to be lining up for a skirmish, surrounded by throngs of onlookers. However, neither side bear armaments (save abusively-large spaulders) while a Hob-Kobold standing between them is holding an inflated pig's bladder. What is about to occur?
42 to 49	Smokey and the Bandits	A shot rings out above the Characters; looking up the hill, they see a heavily-bearded men leveling an arquebus at them. What is stranger is that the man has a large brown bear with him – one that seems to be wearing a collar. Suddenly the man looks panicked and waves at the group to follow him.
50 to 58	The Dunkle Party	Journeying through a high-sided valley, the party comes across a group of travelers who look sick and weathered. The travelers say they have been hemmed in this valley for months and need an escort home, the look in their eyes mixed with hunger and desperation. They have nearly no supplies left, but they have many more caravans that what would have been needed to support such a small group...
59 to 67	The Monolith	Standing in the middle of a vast plain, surrounded by no other life, is a large free standing stone of eldritch craftsmanship. It is inscribed with strange symbols and littered with offerings of offal, trinkets and coins. It exudes a malevolence – one that begs to be touched.
68 to 76	Those Who Walk in Winter	Coming across a clearing, the party's scout sees hundreds of dismembered corpses, spread out to form a blasphemous tribute to demons unknown. Upon returning with the party, the corpses have disappeared. Was this a hallucination or something more sinister?
77 to 85	Ubermensch	A screaming sound fills the sky as the Characters look up, spotting a ball of green flame plunging from the heavens to the earth below. The object lands with explosive force in a nearby cluster of pines, as critters flee from the impact. A few moments later, the pines reflect the color of a sickly green glow. Is this some strange new weapon or something from beyond the stars?
86 to 92	Underhome	The Characters encounter a clan of dwarves who say they are out to reclaim a lost clan home. They beseech the party for aid, promising untold riches but warning of likely death. Do they take up the ragtag group's offer?
93 to 100	Wolf Pack	After setting up camp for the night, the Characters start hearing the familiar howl of wolves in the distance. Over the next hour, the howls get closer and closer, until they suddenly stop. Could they have abandoned their hunt or are they just about to start it?

SOCIAL INTRIGUE TRACKER

✓	PLAYER CHARACTER	SOCIAL CLASS	ORDER RANKS	CHAOS RANKS	SOCIAL TACTIC	TEMPERAMENT

NPC	SOCIAL CLASS	ALIGNMENT	DISPOSITION	FAVORABLE SKILL	UNFAVORABLE SKILL

TAINTS OF CHAOS

D100	TAINT OF CHAOS	EFFECT
1	Acidic Spittle	By spending a Fortune Point, you can make an improvised ranged attack against a single foe within 1+[PB], as they suffer 1D10+[BB] Damage from acid. However, Acidic Spittle ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Acidic Spittle or Parry it with a shield. Acidic Spittle can be used while Engaged with enemies.
2	Albinism	You suffer a permanent loss of 9% to Brawn.
3	Arachnos	Attacks made bare-handed inflicts a single dose of spider venom.
4	Astral Vision	You can see in the dark, and spot Æthereal creatures. However, you must flip the results to fail any Skill Test made in broad daylight.
5	Barbed Spines	Whenever you successfully use a Takedown, you also deal Damage as if you were using a bare-handed weapon.
6	Beaked Maw	Attacks made bare-handed gain the Punishing Quality.
7	Beweaponed Extremity	Select a single one-handed Martial Melee weapon. Attacks made bare-handed are instead treated as if you were fighting with that weapon. However, you can no longer use one of your hands, nor wield two-handed weapons.
8	Black Nails	Attacks made bare-handed gains the Fast Quality.
9	Blood Substitution	You can no longer be made to Bleed.
10	Bloodborne Rage	Whenever you are Seriously or Grievously Injured, you cannot Dodge or Parry. However, you may add 3 to all melee Damage.
11	Brightly-patterned Skin	This is a cosmetic change only.
12	Burning Body	Attacks made bare-handed gains the Fiery Quality (but you are not harmed by these flames).
13	Cancerous Protection	You permanently gain a +2 to Damage Threshold.
14	Centauroid	You permanently gain 3 to Movement.
15	Chitinous Head	This is a cosmetic change only.
16	Clamorous Vocals	You must succeed at a Scrutinize Test in order to use your normal voice.
17	Cloud Of Rot	When a foe attempts to strike you with ranged weapons, they suffer penalties as if they were fighting in fog, mist or smoke.
18	Cloven Hooves	This is a cosmetic change only.
19	Conehead	You suffer a permanent loss of 9% to Intelligence, but treat the cost of anything you wear on your head as if you had a Frail build.
20	Crow's Legs	You permanently gain 9% to Agility.
21	Crown Of Flesh	This is a cosmetic change only.
22	Crystalline Body	You permanently gain 9% to Brawn, but all melee and ranged attacks made against you gain the Vicious Quality.
23	Cyclopean Eye	You must reduce the Distance of ranged weapons and Magicks you use by 6 yards (to a minimum of 1 yard).
24	Demonic Tentacle	Attacks made bare-handed are instead treated as if you were fighting with a bullwhip. However, you can no longer use one of your hands, nor wield two-handed weapons.
25	Doppelganger	A NPC is spawned from you, sharing your same Profession and Attributes. However, its motives, thoughts and goals are diametrically opposed to yours. This means you gain the Nemesis Drawback.
26	Egghead	Treat the cost of anything you wear on your head as if you had a Corpulent build.
27	Elongated Neck	Whenever you are made victim to a Called Shot to the head, you suffer an additional 1D6 Fury Die in Damage.
28	Evil Eye	Whenever you use a successful Intimidate Test, one foe suffers a -20 Base Chance to all Skill Tests for 24 hours.
29	Eyes Without A Face	This is a cosmetic change only.
30	Eyestalks	You permanently gain 9% to Perception.
31	Fanged Maw	Attacks made bare-handed gains the Entangling Quality.
32	Fantastic Arms	Attacks made bare-handed gain the Reach Quality.
33	Featherweight	You may ignore the effects of Hard Terrain.
34	Feathery Coat	This is a cosmetic change only.
35	Flaming Skull	When you succeed Intimidate or Interrogation Tests, you provoke Fear.

D100	TAINT OF CHAOS	EFFECT
36	Floating Fatman	Change your build to Corpulent and reduce your Movement by 6. However, you can hover 1 yard off the ground.
37	Forestwalker	Increase your Movement by 3
38	Froggy Eyes	This is a cosmetic change only.
39	Goat Horns	Attacks made bare-handed gain the Powerful Quality.
40	Hellish Visage	Whenever your face is visible, you may flip the results to succeed Intimidate Tests.
41	Horrific Stench	Whenever a foe is Engaged with you, they must Resist a Stunning Blow.
42	Hunchbacked	This is a cosmetic change only.
43	Hypnotic Glare	By spending a Fortune Point, you can cause any one foe you can see you to remain Helpless for one minute.
44	Infantile Transformation	You can no longer use the Charge or Run Movement Actions in combat.
45	Limb Transference	This is a cosmetic change only.
46	Mace-like Tail	You are always equipped with a cudgel.
47	Mad Hopper	At the end of a Run action, with a successful Athletics Test, you may jump horizontally three yards for every 3 points of [BB] or leap vertically three yards for every 6 points of [BB]. However, you must reduce your Movement by 3 on foot.
48	Mane Of Hair	This is a cosmetic change only.
49	Mangy Cur	This is a cosmetic change only.
50	Manikin	This is a cosmetic change only.
51	Material Instability	Whenever you fail a Resolve Test, roll a 1D6 Chaos Die. If it lands on face '6', you are Incapacitated! and unconscious, disappearing only to reappear where you had last stood an hour later.
52	Mere-form	You permanently gain 3 to Movement to swim in water, while reducing your Movement by 3 on foot.
53	Metasoma	Attacks made bare-handed inflicts a single dose of scorpion venom.
54	Misshapen Face	Roll 1D6 Chaos Die to determine how many features are swapped. This is a cosmetic change only.
55	Monstrous Countenance	By spending a Fortune Point, you may provoke Fear in others.
56	Moronic Mutation	You suffer a permanent loss of 9% to Willpower.
57	Multiplication	By spending a Fortune Point, you can create a perfect simulacrum of yourself; Primary Attributes, Magick usage if applicable and other Traits, Talents and abilities as well. This 'second self' will do as you please for one hour, before turning into mist and dissipating at the end of the duration.
58	Mutative Chimerism	Select any Animal and your features become an amalgam of such. This is a cosmetic change only.
59	Mutative Regeneration	After sleeping, you recover one step up the Damage Condition Track positively.
60	Necrotic Atrophy	Roll a 1D6 Chaos Die. If the result is face '1-2', your hand is atrophied as you suffer a permanent loss of 9% to Agility. If the result is face '3-4', your foot is atrophied as you suffer a permanent loss of 9% to Brawn. If the result is face '5', you gain the Veteran's Hand Drawback. If the result is face '6', you gain the Veteran's Leg Drawback.
61	Obsidian Skin	Whenever hiding in darkness, you may flip the results to succeed Stealth Tests.
62	Octopoid Suckers	Whenever you climb, you may flip the results to succeed at Athletics Tests.
63	Ouroboros	Attacks made bare-handed inflicts a single dose of snake venom.
64	Petrified Limb	You gain either the Veteran's Hand or Veteran's Leg Drawback.
65	Pinhead	You suffer a permanent loss of 3% to Intelligence, Perception and Willpower.
66	Plague-borne	Select a single Disease. By spending a Fortune Point, one attack made bare-handed inflicts the Disease upon your foe.
67	Prehensile Tail	This allows you the use of an additional limb, although it does not allow you to make additional attacks. Treat this tail as if it were an off-hand.
68	Prominent Ears	Whenever using your sense of hearing, you automatically succeed at Awareness Tests.
69	Pronounced Snout	Whenever using your sense of smell, you automatically succeed at Survival Tests.
70	Protean Growth	You suffer a permanent loss of 6% to either Brawn or Agility, but permanently gain 3% to the Primary Attribute you don't choose.

D100	TAINT OF CHAOS	EFFECT
71	Protoplasmic Transformation	Whenever you Critically Fail any Resolve or Toughness Test, you turn into a useless slime for 24 hours.
72	Puny Jumbo	You suffer a permanent loss of 9% to Combat and must change to the tallest height your Race allows under build.
73	Quadrumanibus	This allows you the use of two additional limbs, although it does not allow you to make additional attacks. Treat these arms as if they were an off-hand.
74	Quadruple Jointed	You permanently gain 9% to Agility.
75	Roid Beast	At the end of a Run action, with a successful Athletics Test, you may jump horizontally two yards for every 3 points of [BB] or leap vertically two yards for every 6 points of [BB].
76	Rotting Flesh	This is a cosmetic change only.
77	Seemingly Headless	This is a cosmetic change only.
78	Shrinky Dink	You permanently gain 6% to Agility, but suffer a permanent loss of 3% to Brawn.
79	Skull-faced	This is a cosmetic change only.
80	Spiritual Instability	Whenever you fail a Toughness Test, roll a 1D6 Chaos Die. If it lands on face '6', you are Incapacitated! and unconscious, disappearing only to reappear where you had last stood an hour later.
81	Spit Flames	By spending a Fortune Point, you can make an improvised ranged attack against a single foe within 1+[PB], as they suffer 1D10+[BB] Damage from fire. However, Spit Flames ignores a foe's Damage Threshold Modifier from armor. A foe can attempt to Dodge Spit Flames or Parry it with a shield. Spit Flames can be used while Engaged with enemies.
82	Swinging Gait	This is a cosmetic change only.
83	The Thin Man	Immediately change your build to Frail and the tallest height your Race allows.
84	Thinktank	You may increase any one Primary Attribute Bonus by 1.
85	Third Eye	You permanently gain 9% to Perception.
86	Translucent Skin	This is a cosmetic change only.
87	Transmutative Growth	You permanently gain 6% to Brawn, but suffer a permanent loss of 3% to Agility.
88	Two Minds	This is a cosmetic change only.
89	Uncanny Resemblance	This is a cosmetic change only.
90	Uncontrollable Flatulence	Whenever you are made to Bleed or suffer an Injury, all those in a Burst Template around you are Stunned.
91	Undulating Tail	You permanently gain 9% to Agility.
92	Vestigial Twin	This is a cosmetic change only.
93	Vitriolic Excretion	By spending a Fortune Point, one attack made bare-handed inflicts an additional 1D10+1 Damage from acid.
94	Vividly-colored Skin	This is a cosmetic change only.
95	Vocal Oddity	You must succeed at a Scrutinize Test in order to use your normal voice.
96	Walk On Hands	This is a cosmetic change only.
97	Walking Head	You no longer have arms or hands.
98	Winged Horror	Add [AB]+9 to determine how many yards you can fly in a minute.
99	Wytchstone Mind	You must flip the results to fail all Intelligence-based Skill Tests, but may flip the result to succeed Incantation Tests.
100	Zoological Mutation	This is a cosmetic change only.

MOVEMENT ACTIONS	AP	DESCRIPTION
Charge	2	Charge at Movement x2 and add 1D6 Fury Die to Damage.
Get Up	2	Stand up from Prone and move 1 yard, step into a vehicle or mount an animal. Invokes an Opportunity Attack if moving out of an Engagement.
Hustle	1	Hustle at Movement x1. Invokes an Opportunity Attack if moving out of an Engagement.
Maneuver	2	Maneuver 1 yard out of an Engagement, avoiding all Opportunity Attacks.
Run	3	Run at Movement x3, gain +3 Damage Threshold. Invokes an Opportunity Attack if moving out of an Engagement.
Take Cover	1	Take Cover 1 yard away. Gain +3, +6 or +9 Damage Threshold, depending on height of cover. Invokes an Opportunity Attack if moving out of an Engagement.

ATTACK ACTIONS	AP	DESCRIPTION
Called Shot	2	Make a Combat-based Test. Cannot Dodge or Parry the attack.
Cast Magick	Varies	See Grimoire for description.
Melee Attack	1	Make a Combat-based Test. Foe must Parry or suffer Damage.
Ranged Attack	1	Make a Combat-based Test. Foe must Dodge or Parry with shield or suffer Damage. Cannot be Engaged by enemies to make Ranged Attack unless using a Gunpowder weapon.

PERILOUS STUNTS	AP	DESCRIPTION
Chokehold	1	Make an Athletics Test. Foe must Resist Athletics or be Choked. Suffer 1D10+[BB] Peril immediately and on your Turns when maintained, until Resisted.
Dirty Tricks	1	Make a Guile Test. Foe must Resist Awareness or be Blinded. Cannot Counterspell, Dodge or Parry until their next Turn.
Disarm	1	Make a Coordination Test. Foe must Resist Coordination or be Disarmed. Lose weapon and cannot use primary hand until next Turn.
Knockout	1	When foe is Defenseless or Surprised, make an Athletics Test or be Knocked Out. Foe Helpless, left unconscious for [BB] Turns and suffers 2D10+[BB] Peril.
Splinter Shield	1	Make a Combat-based Skill Test. Foe must Resist Toughness or shield is Ruined!
Stunning Blow	1	Make an Athletics Test. Foe must Resist Toughness or be Stunned. Start with 1 less AP until Resist Toughness is successful.
Takedown	1	Make a Coordination Test or Athletics Test if you Charged. Foe must Resist Coordination or be knocked Prone. Attacks gain 1D6 Fury Die.

SPECIAL ACTIONS	AP	DESCRIPTION
Channel Power	1	You can attempt to increase your chances of success to Cast Magick during combat.
Inspiring Words	1	Make a Leadership Test, # of allies equal to [FB] add +1 Damage and Peril Threshold. Use once per combat.
Litany of Hatred	1	Make an Intimidate Test, # foes equal to [FB] suffer -1 Damage and Peril Threshold. Use once per combat.
Load	Varies	Load a ranged weapon.
Subdue	1	You intentionally avoid inflicting Injuries or dealing enough Damage to render a foe Slain! by your melee weapon attack.
Take Aim	1 or 2	Spend 1 AP to gain a +10 Base Chance to your next Attack Action or Perilous Stunt. If you spend 2 APs, you gain a +20 Base Chance instead. You cannot Take Aim to Cast Magick.
Wait	0	Wait until later to use your APs, but place yourself lower down on the Initiative Ladder.

REACTIONS	AP	DESCRIPTION
Assist	Varies	You can attempt to Assist an ally's Skill Test
Counterspell	1	Make an Incantation Test. Dispels Magick immediately
Dodge	1	Make a Coordination Test to Dodge ranged weapons for 1 AP deficit. Avoids all Damage.
Opportunity Attack	0	Make a melee attack in specific situations, foe left Defenseless.
Parry	1	Make a Combat-based Skill Test to Parry melee weapons for 1 AP deficit. Avoids all Damage.
Resist	0	Resist the effects of Perilous Stunts and Special Actions.

CHARACTER SHEET

Name	Age	Social Class	Sex	Ancestry	Profession

Order Alignment

Order Ranks: 9 8 7 6 5 4 3 2 1

CORRUPTION

Chaos Ranks: 1 2 3 4 5 6 7 8 9

Chaos Alignment

Fate Points

Reputation Points

Background

Disorders

Primary Attributes | Skill Ranks +10 | Focuses | Tier

COMBAT

ADVANCE

SPECIAL SKILLS INDICATED WITH *

- Martial Melee *
- Martial Ranged *
- Simple Melee
- Simple Ranged

BRAWN

ADVANCE

- Athletics
- Drive *
- Intimidate
- Toughness

AGILITY

ADVANCE

- Coordination
- Pilot *
- Ride *
- Skulduggery *
- Stealth

PERCEPTION

ADVANCE

- Awareness
- Eavesdrop
- Scrutinize
- Survival

INTELLIGENCE

ADVANCE

- Alchemy *
- Counterfeit *
- Education *
- Folklore
- Gamble
- Heal *
- Navigation *
- Warfare *

WILLPOWER

ADVANCE

- Incantation *
- Interrogation *
- Resolve
- Tradecraft *

FELLOWSHIP

ADVANCE

- Bargain
- Charm
- Disguise *
- Guile
- Handle Animal *
- Leadership *
- Rumor

PERIL THRESHOLD

3 + WB | +6 | +12 | +18

Peril Condition Track

- UNHINDERED
- Imperiled
- Ignore 1 Skill Rank
- Ignore 2 Skill Ranks
- Ignore 3 Skill Ranks
- INCAPACITATED!

TRAITS

Difficulty Rating Chart

TRIVIAL	EASY	ROUTINE	STANDARD	CHALLENGING	HARD	ARDUOUS
[+30%]	[+20%]	[+10%]	[0%]	[-10%]	[-20%]	[-30%]

CHARACTER SHEET

ENCUMBRANCE LIMIT

3 + BB | Current | Overage

INITIATIVE

3 + PB | Overage | Current

MOVEMENT

3 + AB | Overage | Current

Weapons

Skill	Load	Handling	Distance (Short/Medium x2/Long x3)	Damage	Quality	Encumbrance Value

Armor

Damage Threshold Modifier	Quality	Encumbrance Value

Shield

Quality	Encumbrance Value

Talents

Trappings

Coins (240BP = 1GC, 20SS = 1GC, 12BP = 1SS)

GC

Dodge

Coordination

Parry

Combat-based Skill

DAMAGE THRESHOLD

+6 | +12 | +18

BB + Damage Threshold Modifier

Damage Condition Track

- O UNHARMED
- O Lightly Wounded
- O Moderately Wounded
- O Seriously Wounded
- O Grievously Wounded
- O SLAIN!

Injuries

DIFFICULTY RATING CHART

TRIVIAL	EASY	ROUTINE	STANDARD	CHALLENGING	HARD	ARDUOUS
[+30%]	[+20%]	[+10%]	[0%]	[-10%]	[-20%]	[-30%]

CHARACTER SHEET

CURRENT REWARD POINTS:	TOTAL REWARD POINTS:

BASIC

Profession: _____ Trait: _____ ○

SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	TA	○
SR	○	TA	○
SR	○	TA	○

100 RP

INTERMEDIATE

Profession: _____ Trait: _____ ○

SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	TA	○
SR	○	TA	○
SR	○	TA	○

200 RP

ADVANCED

Profession: _____ Trait: _____ ○

SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	BA	○
SR	○	TA	○
SR	○	TA	○
SR	○	TA	○

300 RP

Unique Advances

CHARACTER SHEET

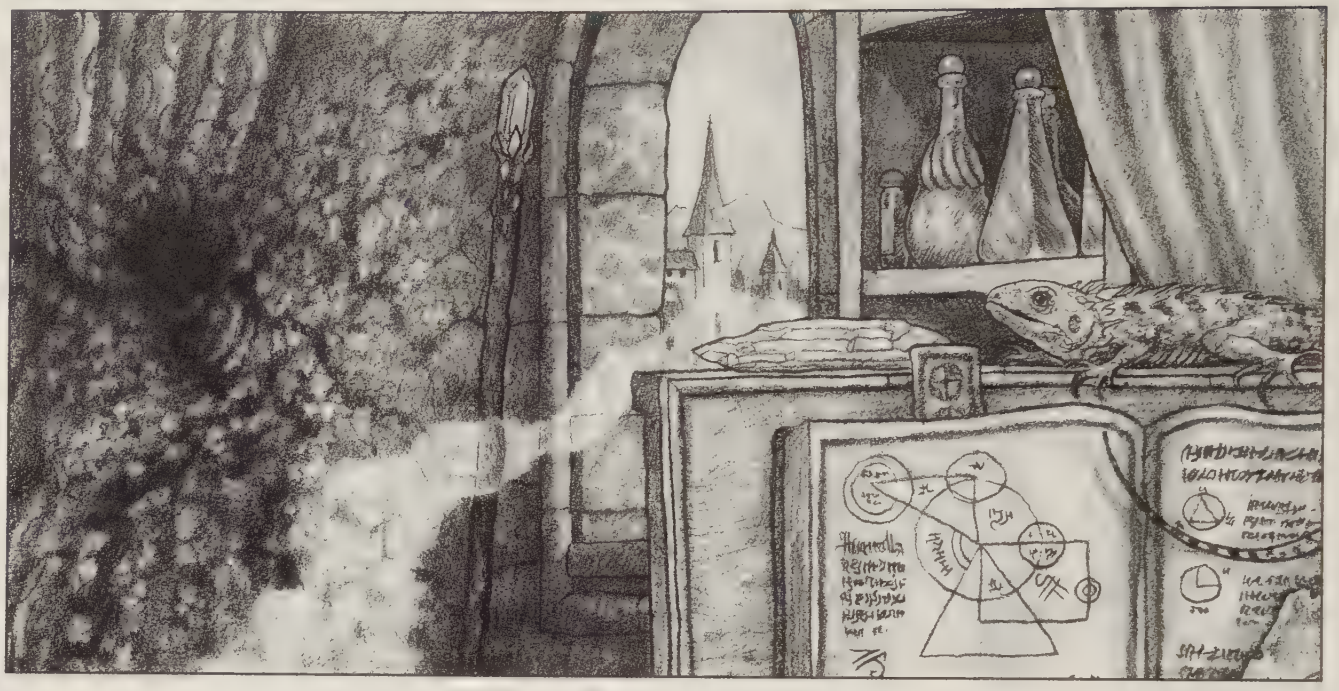
DIFFICULTY RATING CHART

TRIVIAL	EASY	ROUTINE	STANDARD	CHALLENGING	HARD	ARDUOUS
[+30%]	[+20%]	[+10%]	[0%]	[-10%]	[-20%]	[-30%]

Intelligence Bonus	Willpower Bonus	Incantation Skill

Magic & Rituals

INDEX



A

Ætheric Phenomena 380
Ætheric Spirits 568
Ætheric Winds 275
- Binah 277
- Chesed 277
- Chokhmah 279
- Da'at 279
- Gevurah 276
- Hod 278
- Keter 277
- Malkuth 279
- Netzach 278
- Tiferet 277
- Yesod 278

A Bitter Harvest 616
Abyssal Princes Of Chaos 444
- Prince Of Change 444
- Prince Of Decay 444
- Prince Of Pleasure 445
- Prince Of Violence 445
- The Outsider 445

Actions In Combat 241
- Attacking Larger Foes 245
- Called Shot 245
- Cast Magick 245
- Channel Power 247
- Charge 243
- Chokehold 246
- Counterspell 249
- Dirty Tricks 246
- Disarm 246
- Dodge 249
- Get Up 243
- Hard Terrain 244
- Helpless Foes 245
- Hustle 243
- Inspiring Words 247
- Jump & Leap 243
- Knockout! 246
- Litany Of Hatred 248
- Load 248
- Maneuver 244
- Melee Attack 245
- Mounted Combat 245
- Movement Subtypes 244
- Opportunity Attack 249
- Outnumber Foes 246
- Parry 249
- Primary & Off-Hand 250
- Ranged Attack 245
- Resist 249
- Run 244
- Splinter Shield 246
- Stunning Blow 247
- Swapping Weapons 246
- Take Aim 248
- Take Cover 244
- Takedown 247
- Using Attack Actions 250
- Wait 248

Advanced Tier 77
Age Group 54
Alignment 66
- Adaptation & Mayhem 68
- Alignment & Ranks 71
- Ambition & Tyranny 68
- Candor & Cruelty 68
- Charity & Pity 68
- Cunning & Deceit 68
- Dignity & Vehemence 68
- Diplomacy & Hypocrisy 68
- Duty & Fatalism 68
- Enlightenment & Detachment 69
- Ferocity & Hatred 69
- Gentility & Cowardice 69
- Gravitas & Vanity 69
- Heroism & Martyrdom 69
- Humility & Incompetence 69
- Impiety & Heresy 69
- Independence & Rebellion 69
- Mystery & Exclusion 69
- Pride & Arrogance 70
- Romanticism & Lechery 70
- Skepticism & Cynicism 70
- Sophistication & Indulgence 70
- Wisdom & Rancor 70
- Wit & Scorn 70
- Zeal & Fanaticism 70

Alternative Encumbrance 375
Alternative Faiths 442
Alternative Weapon Damage 372
Ammunition 229
Ancestral Modifiers 31
Ancestral Trait 31
Animalbane, Toxin 265
Animals & Vehicles 230
Arcane Magick 276
- Animism 276
- Astromancy 276
- Elementalism 277
- Luminescence 277
- Morticism 278
- Necromancy 278
- Pyromancy 278
- Shadowmancy 278
- Sorcery 279
- Transmutation 279

Archetype 44

Academic 45
Commoner 46
Knave 47
Ranger 48
Socialite 49
Warrior 50
Armor Descriptions 226
Brigandine 226
Clothing 226
Full Plate 226
Fur Or Hide 226
Heavy 225
Ill-Fitted/Used Armor 225
Leather 226
Mail 226
Munitions Plate 226
Natural 225
Quilted 227
Armor Qualities 225
Dangerous 225
Heavy 225
Natural 225
Artifacts 403
Mantic Calculator 404
The Beyond 403
Assisted Tests 20
Automatic Success & Failure 19
Awaken The Dead, Ritual 341
Aztlan 433
Slaves to Chaos 433
Ancestral Traits 433
Bestiary 513

B

Barded Animals 226
Basic Tier 76
Beastbane, Toxin 265
Bestiary 459
Abyssal 461
Animal 488
Aztlan 513
Beast 499
Chosen Of Chaos 518
Corrupted Souls 527
Critters 488
Deadly Flora 537
Fey 575
Fomorian 461
Foul Mutations 465
Goblins 542
Grendel 545
Hellbeasts 482
Higher Demons 465
Humanoid 513
Lower Demons 474
Mindless Undead 585
Mutant 537
Orx 553
Primevals 492
Restless Spirits 589
Skrzzak 558
Supernatural 568
Superstition & Knowledge 460
Vampires 596
Bind Abyssal Familiar 342
Bind Wounds To Recover 268
Black Lotus, Deliriant 264
Black Market Goods 230
Blackroot, Toxin 265
Bleeding 270
Death By Blood Loss 271
Stem Bleeding 270
Blessed Sacrament 342
Bloodletting 270
Bound To The Bottle 425
Breaking Objects 393
Build Type 57
Bureaucratic Tools 231
Burst, Cone & Explosion 291
Templates, 220

C

Call Demonic Servant 343
Casting Unknown Magick 292
Cast Magick Overview 289
Channel Power 290
Combat Special Action 247
Chaos Dice 24
Roll Chaos Dice 292
Chaos Manifestations 397
Character Advances 75
Bonus Advances 75
Professional Traits 75
Skill Ranks 75
Talents 75
Unique Advances 78
Chase Scene Rules 376
Clawing Obsession 426
Clothing 231
Combat, Conditional Effects 241
Combat Terminology 239
Actions In Combat 239
Fury Dice 239
Initiative Ladder 240
Turns 239
Commandments 281
The Crouching One 281
The Custodian 282
The Demiurge 282
The God-Emperor 282
The Learner 283
The Leviathan 283
The Martyr 284
The Nightfather 284
The Steward 284
Commodities 232
Common Skills 191
Using Common Skills 23
Complexion 57
Corruption 421
Major Offenses 422
Middling Offenses 422
Minor Offenses 421
Permanent Ranks 422
Cost of Reagents 289
Counterspell 292
Combat Action 249
Crafting 237
Creature Pelts & Hides 230
Creature Size 367
Critical Failure 19
Critical Success 19
Currency 215
Custom Creatures 603
Bosses 603
Magician 605
Orx Bigboss 603
Underlings 603

D

Daemons 443
The Ancient Ones 443
The Black Lodge 443
The Gilded Pharaoh 443
The Thirteen 444
The Tusked One 444
The Witch-Queen 444
Damage Condition Track 268
Bind Wounds To Recover 268
Use Laudanum 269
Damage Threshold 51
Calculate Damage Threshold 51
Suffering Damage 257
Dark Passenger 426
Death By Blood Loss 271
Deliriant 264
Demonbane 265
Deranged Hero 425
Difficulty Rating 18
Adjudicating 362
GM Fiat 239
Disease 257
Disorder 423
Bound To The Bottle 425
Clawing Obsession 426
Dark Passenger 426
Deranged Hero 425
Dreadful Phobia 427
Gambler's Lament 425
Hophead 425
Mana Junkie 426
Sticky Fingers 426
Taint Of Chaos 430
Distinguishing Marks 55
Divine Magick Spells 319
The Crouching One 319
The Custodian 321
The Demiurge 322
The God-Emperor 324
The Learner 326
The Leviathan 328
The Martyr 329
The Nightfather 331
The Steward 333
The Winter King 335
Divine Punishment 400
Atonement 402
The Crouching One 400
The Custodian 401
The Demiurge 401
The God-Emperor 401
The Learner 401
The Leviathan 401
The Martyr 401
The Nightfather 402

CHAOS IS NOT A PIT
IT IS A LADDER

Expand your grim & perilous campaign world into a whole new realm of chaos with **MAIN GAUCHE**, an upcoming supplement to **ZWEIHÄNDER Grim & Perilous RPG**. Using this expansion, you'll be able to:

- Add 68 new Professions to your grim & perilous game
- Easily integrate cinematic, vehicle-based combat into encounters
- Use alchemy & Wytch-science to gain deadly abilities
- Build fantastic machines, like the Arkwright Cauldron & Rumblebutler
- Devote yourself as an occultist to forbidden gods
- Learn over 90 new chaos magick spells & their horrific manifestations
- Make soul-altering pacts for daemonic gifts of unfettered power
- Build your own unique monsters & NPCs on-the-fly

Pre-orders for MAIN GAUCHE will be available in late 2019.

WELCOME TO GRIM & PERILOUS GAMING

Winner of the ENnie gold Best Game and Product of the Year at Gen Con 2018, featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having moved over 90,000 copies worldwide, **ZWEIHÄNDER Grim & Perilous RPG** is a bloodier, grimmer, and grittier version of classic tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing, and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata.

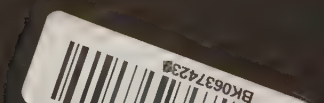
ZWEIHÄNDER GRIM & PERILOUS RPG

is a fantasy tabletop role-playing game, one where adventurers will:

- Live in a gritty, "realistic" fantasy world
- Make morally grey decisions & enact vicious reprisals
- Uncover insidious plots & political intrigue
- Take part in heart-pumping chase scenes
- Venture into the wilderness & survive its perils
- Desperately fight in clandestine & open field combat
- Defend themselves from injuries, madness & mutations
- Encounter sanity-blasting creatures & their minions

Using the ***Powered By ZWEIHÄNDER d100 game engine***, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own homebrewed worlds, whether inspired by the works of Andrzej Sapkowski's ***The Witcher***, George R.R. Martin's ***Game of Thrones***, Glen Cook's ***Black Company***, Myke Cole's ***The Armored Saint***, Robert E. Howard's ***Solomon Kane***, Scott Lynch's ***Gentlemen Bastard*** series, or other "grimdark"-inspired media.

This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice.

ZWEIHÄNDER GRIM & PERILOUS RPG AWAITS, AND THE FATE OF YOUR GRIM & PERILOUS TALE HANGS IN THE BALANCE!

$65.00 U.S.A *($86.99 Canada)*
ISBN: 978-1-5248-5166-8
56500
9 781524 851668
Printed in China